GMM EMEN

NEXT GENERATION VIDEO GAME MAGAZINE

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35.95 US • 35.95 CANADA





X-MEN SATURN



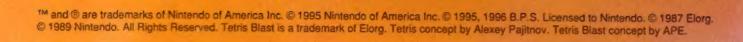
DARKSTALKERS PS

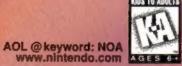


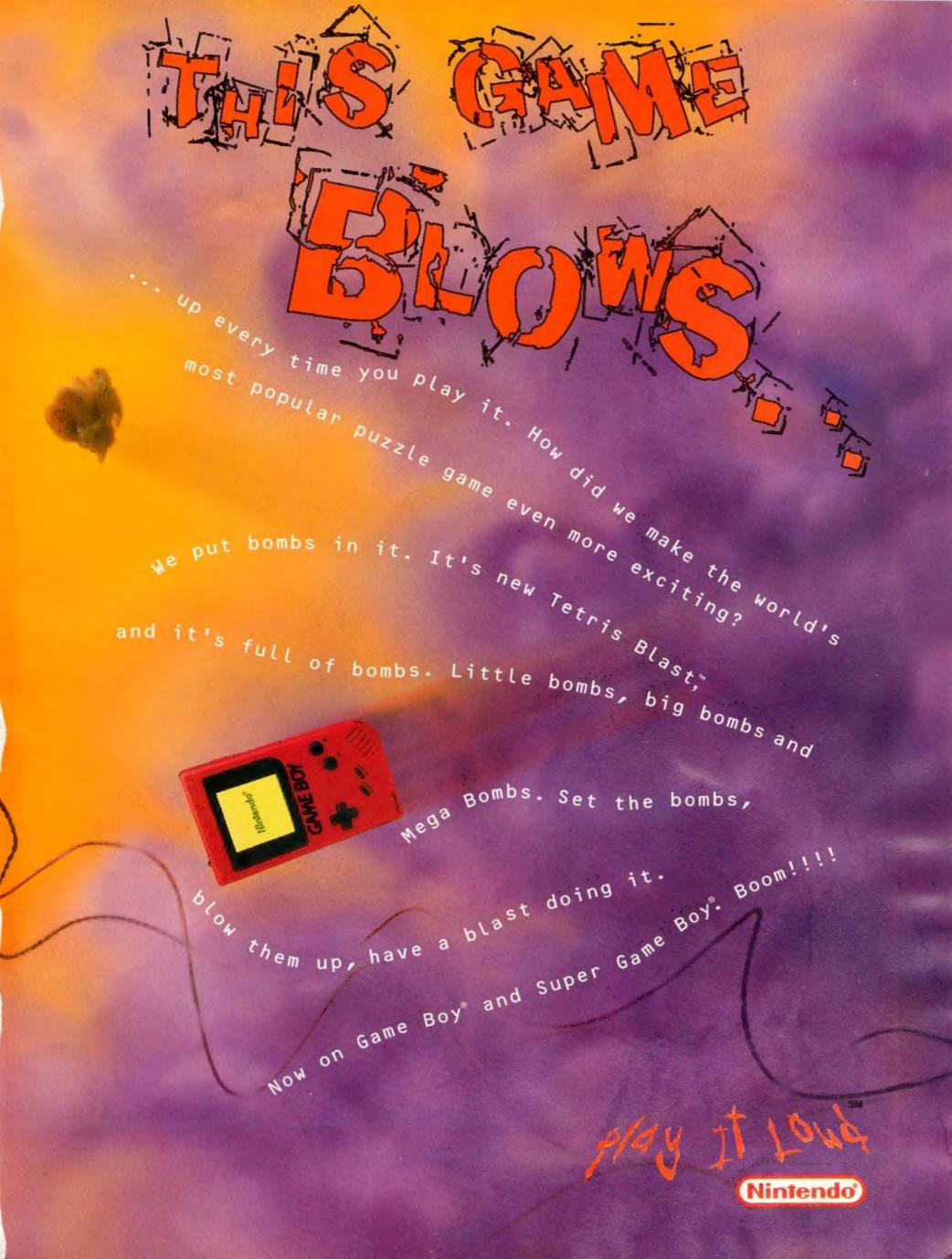
RIDGE RAGER REVOLUTION











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ANDY FELL, DANIEL SMALL, MANGA VIDEO, CLAUDIA, KEN, JENNIFER, DAVID L., TERRY, AND ALL OF OUR READERS!

AUDIT BUREAU OF CHACULATION

ABC AUDIT & MEMBERSHIP APPLIED FOR NOVEMBER, 1994 ISSN# 1070-3020

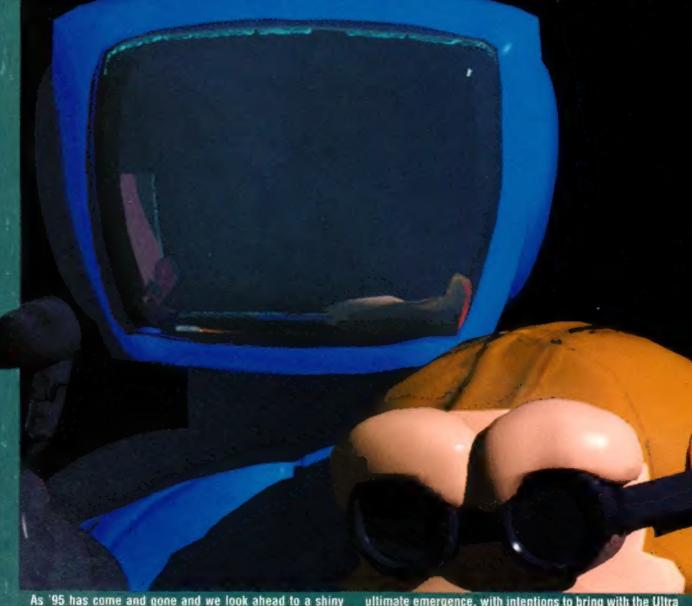
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DIEHARD GAMEFAN IS published
monthly for \$47.90 per year by Diehard
Gamefan, 5137 Chareton Dr. Suite
210. Agoura Hills CA 91301.
Application to mail at second class
postage rates is pending at Tarzana.
CA and additional points of entry.
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Fan: 5137 Clareton Dr. Suite 210 Angura Hills CA 91301. As '95 has come and gone and we look ahead to a shiny new year, it's amazing to see how far we've come in terms of gameplay, in such a short amount of time. The industry is switching gears rapidly. Talk in January '95 of 16-bit holding strong through '97 seems less conceivable now, especially on Sega's side of the fence. Genesis game development has all but halted and the much anticipated Nomad enjoyed a luke-warm response at best receiving limited marketing and no announcement of firm 3rd party support similar to that enjoyed by the Game Gear for so many years.

Sony's presence in the market has had a major impact and now, Nintendo has finally made their plans public. NOA believes that this Christmas 16-bit sales will occupy approximately 65% of the market with 32 taking a distant second at 20% and everything else filling the gap. This would be a good indication of why they chose April (or beyond) '96 as their launch date for the Ultra, if indeed these numbers ring true. I'm sure Sony and Sega have ideas of their own. It would seem that while

ultimate emergence, with intentions to bring with the Ultra 64 a whole new batch of genre-defining titles as they did with the NES in '85. The NES, by the way, sold over 150,000 units in '95. Nintendo will shift their focus to the Ultra 64 and Virtual Boy officially in January, while still supporting the SNES with more SGI-based games, including the much-anticipated Mario RPG this March. There is however, already talk of a slight delay on the Ultra 64 attributed to the overwhelming response it received at the Shoshinkai show in November. Nintendo may only have time to manufacture enough consoles to fill Japan's high demand by April 21st, so don't be suprised if the Ultra launches at E3 and then surfaces between May and September, rather than April. In regards to the Virtual Boy, Nintendo is standing behind the product 100% as are we. This system's potential has yet to be seen. This, along with the forthcoming launch of the M2, and the recent launch of the Neo-Geo CD, should make '96 every bit as interesting and entertaining as '95... which was a whole







The flying is so realistic.

a sonicie

boom. (In your shorts.)





PlayStation

Get ready to blow through barrel rolls faster than a bed burrito blows through you. Because you're strapped into the cockpit of WARHAMK, the only fighter plane that gives you true 360° sevement. It's just you, your lony Playstation ... We wild, blue yonder. You can hover in mid-air, dive in any direction, even devour loop-the-loops at Mach 7. (Warning: air sickness bag not included.) Your mission, should you choose to accept it, is to battle the madman Kreel



through six different 3-D worlds before he grabe

enough red mercury to destroy the universe. With Swarmer missiles, Plasma cannons and Doomsday bombs, you've got more firepower than a state militia. And you'll need it, because while tanks are shelling you from the ground, bogeys are swarming all over you in the air. Just don't throttle back too fast. Or you'll wish you'd brought along an extra pair of boxers.







ONTEN



AMOK & SCORCHER

Scavenger takes the Saturn to new limits with Amok and Scorcher.

PGS. 44 &58



LONE SOLDIER

SF ALPHA



COVER STORY

No doubt about

it. Scavenger

is for real.

We're here to

tell you what

you will know

soon enough.

GAMEFAN original art by:



TERRY WOLFINGER



PAGE 22

DARKSTALKERS PAGE 31



X-MEN PAGE 52



GENSHO SUIKODEN PAGE 70



PAGE 24



SKELETON WARRIORS PAGE 46



SCORCHER PAGE 60



RIDGE RACER REVOLUTION PAGE 72



LUCIENNE'S QUEST

High powered role playing comes to the 3DO. Too little too late, or just enough, just in time? PAGE 78

EDITORIAL ZONE	- AL	4
MOST WANTED/TOP TEN		12
HOCUS POCUS		14
VIEWPOINT	2	16
E FAN		20
PLAYSTATION NATION		22
SATURN SECTOR		44
GEN 32		64
GAMEFAN SPORTS		83
PLANET SNES		94
JAPAN NOW		98
ANIME FAN		102
OTHER STUFF		104
KILLER INSTINCT CONTEST WINNERS		108
POSTMEISTER		110



TREASURE AWAITS ON CUTTHROAT ISLAND!

(if you survive)



THE STREETS ARE CRAWLING WITH BARBAROUS BUCCANEERS!



BEHOLD THE TREASURE OF CUTTHROAT ISLAND^M!



WATCH YOUR BACKS WITH COOPERATIVE TWO-PLAYER ACTION!



BATTLE ATOP A RUNAWAY CARRIAGE!

Sharpen your long swords for the ultimate high seas battle! In plundering twoplayer action, team up as Morgan and Shaw to uncover a treasure trove of priceless gems and gold bullion! Battle bloodthirsty pirates with knives, pistols and flaming torches! Chart your course through the treacherous locales, but think twice before you leave—a new world may await upon your return! And remember... dead men tell no tales on Cutthroat Island™!





he Bounty

Play for gold! Hidden among the many torrid levels of Cutthroat Island are five real treasure chests! Find them...if you dare! Then correctly answer three sweepstakes questions to be eligible for the drawing, and you could sail away with one of a treasure trove of prizes!



ON DECEMBER

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PANTE RIN



No purchase necessary, Vold where prohibited. Sweepstakes ends 12/31/96. For official rules and alternate means of entry details, write to: Cotthroat Island Rules, P.O. Box 9006. Glen Cove, NY 11542-9906.

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The knight's a pathological liar.

Rapunzel's schizophrenic.

And Cheech is blazing again.

Forget the sword. Bring a psychiatrist.





The pursuit of the crown in the

King's Tournament will have you seeing stars all right. Blazing Dragons -a

warped medieval adventure boasting

a freakish mix of voice-over talents

and Jessica Hahn—spills from the

twisted mind of Monty Python Troupe

member Terry Jones. And between

the wicked. kitty-hurling villains and

brain-liquifying puzzles, your grip on

reality (not to mention self-respect)

will be seriously tested.

Available on Sega Saturn" and the PlayStation" game console.



As the exil dragon morphing Sir George Cheech Mann shows us there's indeed a cuddly, funny side to victous, criminally insane behavior



Bizarre cast of over 40 characters. From syrupy-sweet critters to redneck hillpilly hunters. Like a twisted Brady/Manson family reunion.



Highway Bingo & Nude Clue can't hold a candle to the awesome challenge posed by this adventure's tricky puzzles & brain-teasers.



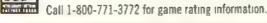
Over 50 scenes with Monty Python-esque sequences/sub-plots Collect objects to engineer your way into the Princess' .um, heart















READERS' TOPTEN

- 1. Tekken PS
- 2. Wipeout PS
- 3. MK3 PS
- 4. Panzer Dragoon Saturn
- 5. Doom PS
- 6. Vectorman Genesis
- 7. VF Remix Saturn
- 8. Toshinden PS
- 9. Yoshi's Island SNES
- 10. Killer Instinct SNES



READERS' MOST WANTED

- 1. Tekken 2 PS
- 2. Killer Instinct II U64
- 3. SF Alpha PS/Saturn
- 4. Toshinden 2 PS
- 5. Ridge Racer Revolution PS
- 6. Final Fantasy VII U64
- 7. X-Men Saturn
- 8. Resident Evil PS
- 9. Super Mario RPG SNES
- 10. Darkstalkers PS



VELOPERS'

This Months' Guest Developer

interplay's

James Goddard **Arcade Producer**

- 1. SF2 Turbo Hyper Fighting Arcade
- 2. Doom 1 & 2 PC
- 3. Yoshi's Island SNES
- 4. Loaded PS
- 5. ChronoTrigger SNES

- 6. Dark Forces PC
- 7. Lords of Thunder Turbo Duo
- 8. Super Mario Kart SNES
- 9. Marvel Super Heroes Arcade

7. Tenchi Sozo - SFC

8. Resident Evil - PS

10. Smash TV - SNES

- 1. Super Mario* U64 2. Skeleton Warriors - Saturn
- 3. Darius Gaiden Saturn

1. Super Mario⁶⁴ - U64

4. Resident Evil - PS

- 4. Loaded PS
- 5. Guardian Heroes Saturn

2. Vampire Hunter - Saturn

5. Super Mario RPG - SFC

3. Guardian Heroes - Saturn

- 6. Panzer Dragoon 2 Saturn
- 7. Amok Saturn
- 8. Super Mario RPG SFC
- 9. Vampire Hunter Saturn
- 10. Sega Rally Saturn
- 6. SF Aipha PS/Saturn 7. Virtua On - Arcade
- 8. Marvel Super Heroes Arcade
- 9. Sketeton Warriors Saturn
- 10. Star Wars U64
- 1. Ridge Racer Revolution PS
- 2. Super Mario U64
- 3. DKC 2 SNES
- 4. Wave Race4 U64
- 5. Street Fighter Alpha PS



- 6. Killer Instinct SNES
- 7. Sega Rally Saturn
- 8. Super Mario RPG SFC
- 9. PilotWings64 U64
- 10. Golden Eye U64

- 1. Dragon Quest VI SFC
- 2. Street Fighter Alpha PS
- 3. Soul Edge PS/Arcade
- 4. Ridge Racer Revolution PS
- 5. Night Warriors Saturn
- 1. Super Mario* U64
- 2. PilotWings⁴⁴ U64
- 3. Ridge Racer Revolution PS

3. New Japan Pro Wrestling - PS

4. Ridge Racer Revolution - PS

5. Samurai Shodown 3 - Neo Geo

4. Sega Rally - Saturn

1. Super Mario4 - U64

- 5. Doom PS

2. Y's 5 - SFC



- 6. Street Fighter Alpha PS

9. Virtua Fighter 2 - Saturn

10. Darius Gaiden - Saturn

6. Samurai Shodown 3 - Neo Geo

- 7. Super Marlo RPG SFC
- 8. Alien Trilogy PS
- 9. Toshinden 2 PS
- 10. Darius Gaiden Saturn

7. Super Mario RPG - SFC

- 6. Darius Gaiden Saturn
 - 8. Toshinden 2 PS
 - 9. Resident Evil PS
 - 10. Front Mission Gun Hazard SFC

All you have to do to enter the drawing is write down a list of your top 10 favorite games and the 10 games you want the most that aren't out yet, on a piece of paper or a postcard then send them to: GAME FAN TOP TEN 5137 Clareton Dr., Suite 210 Agoura Hills, CA 91301

Your choice of a 32X VIRTUAL BOY, or NOMAB.

econd Prize:

Your choice of one of the Picks of the Month in Viewpoint.

hird Prize

A FREE year of Diehard Game Fan! The best magazine in the Universe!

Drawing is limited to One (1) entry per person per month. Drawings will be held on the 21st of each month. The three (3) winners will be notified by mail and listed on this page. For a complete list of rules and regulations write GameFan Top Ten with self addressed & stamped envelope.

to last month's winners:

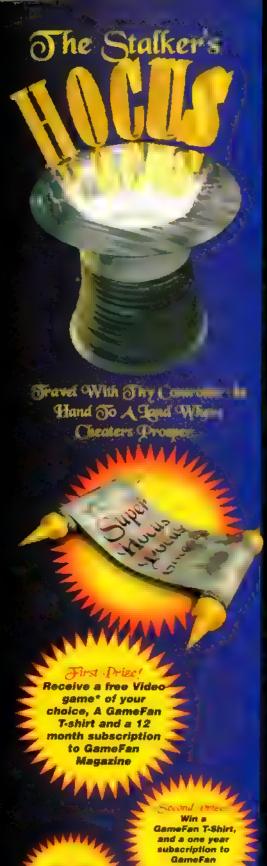
First Prize: Thi Chan, Silver Spring, MD

Second Prize: Shirin Boyanaa, San Boynadiya, CA

Third Prize:

Craig Benusa, Arcadla, Wi





Send in your codes... good, bad, or ugly. We'll look em' over and choose one grand prize winner each month. Codes cannot come from a previously published US magazine. Winners will be drawn each month and displayed here in Hocus Pocus, the only place where cheaters prosper. (Current subscribers who win a subwill receive a one year extension.)

Any video game featured in our viewpoints section

CONGRATULATION

To this month's winners: First Prize:

Ari McClory Maguire, San Jose, CA Second Prize:

Paul Lind, Aurora, CO Third Prize:

Juan M. Gonzalez, Inglewood, CA

TEND YOUR CARDS AND LETTERS TO

Hocus Pocus 5137 Clareton Dr. Suite 210 Agoura Hills Ca. 91301



Ridge Racer Revolution / PS

To access the eight CPU cars in RRR, simply get a perfect score (40) in the opening game of Galaga '88. Look to our coverage of RRR for into on the "13th Racing," "13th Racing Kid," and the "White Angel" cars.



If you let all 40 aliens pass by and complete Galaga '88 with a score of zero (0), a single burst will go off and the words "Secret Bonus" will flash on screen. Can you unlock the mystery of the Secret Bonus?

X-Mon: Children Of The Jalem / Salum Play as Akuma:

To play as the fearsome demon Akuma, perform the following tricks while on the character select screen in Arcade or Versus mode:

On 1P Side - Move the icon to Spiral and wait three seconds. Then, without stopping, move through Silver Samurai, Psylocke, Colossus, Iceman, Colossus, Cyclops, Wolverine, Omega Red, and then stop on Silver Samurai, Wait three seconds and then press A, C and Z simultaneously.

On 2P Side - Move to Storm and wait three seconds. Then go through Cyclops, Colossus, Iceman, Sentinel, Omega Red, Wolverine, Psylocke, Silver Samurai, and then stop on Spiral. Wait for three seconds and then press A, C and Z simultaneously.

-Ari McClory Maguire, San Jose, CA.



Toh Shin Den S / Saturn Big Head Mode:

At the Mode screen, hold the R and L buttons and select "Game Mode" to begin a normal game. Now all the characters will have massive SD-style heads!

New Japan Pro Wrestling / PS How to play as Power Warrier, Kero-chan, Tiger Helleri and The Great Muta:

Enter the corresponding code for the desired character on the title screen and then begin the game. Highlight the corresponding "normal" character to begin. This trick works on either side and can be used during a 2P simultaneous game!

The Great Muta (Highlight Keij) Mutch, 3rd from the top):

Circle, Right, Triangle, Up, Square, Left, X, Down, X, Down, Square, Left, Square, Left, Triangle, Up, Circle, Right, and SELECT.

Play as Power Warrier (Highlight Kensuki Sasaki, 6th from the bottom)

Square, X, Square, X, Circle, Triangle, Circle, Triangle, Up, Down, Left, Right, and SELECT. Kero-chan (Highlight Hiroyoshi Tenzon, 3rd from the bottom): L1, L1, L2, R2, R2, R1, Triangle, Down, X, Up, and SELECT.

Tiger Hattori (Highlight Kohji Kanemoto, the next to last name)

Up, Down, Left, Right, Triangle, X, Square, Circle, L1, R1, L2, R2, and SELECT.



High Velocity / Saturn

At the car selection screen, hold L, R and Y. Push right on the pad and you'll see two new cars, types "G" and "H."



Wipeout / PS Extra Track:

To access the hidden 7th course, Firestar, highlight "one player" at the option screen, hold L1, R1, D-pad right, Start, Square, Circle, then press X while holding all buttons. X must be the last button pressed.



Hang On GP '95 / Sature Special Course Select:

Begin the game and go to the option screen. Enter into the Mode Select screen, move the cursor to "Options" and tap R, R, L, R, and R (the top buttons, not the pad!). This allows you to choose any course.

Ride The Super Cycle:

On any course, win the cup, then go back and try to beat your own time by at least 1 minute and 29 seconds. The Super Cycle will be available in the machine select screen.

Sarbout / PR

Enter all codes at the passwers, screen.

Kali Mode (upgrade weapons);

X, Circle, Circle, Square, X, Triangle, Circle, Triangle, Thor Mode (super bullets,

Square, Circle, Square, Square, Triangle, X, Triangle, Triangle.

Triangle, Triangle, Circle, Triangle, Square, Triangle, Triangle, X.

Warhawk a-la-Mode (levincibility)

Circle, Circle, Circle, Space, X, Triangle, X, X.



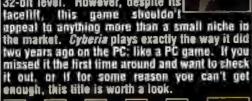


Zero Divide is much better than Toshinden yel slightly worse than Tekken. Its graphics trounce both, but the 100% Virtua Fighler rip-olf control harms it. Zoom didn't replicate

Virtua's feel, however; the hits seem slightiy sluggish and the many of the pre-set com-bos are simply impossible to do. If you're after astounding graphics rather than solid gameplay, you can't do any better than Zero



Hard-core PC gamers out there will love the PS version of Cyberia. They'll see that the graphics, sound, and movement have all been cleaned up and tweaked to 32-bit level. However, despite its targetiff. This name shouldn't



M Ch Ph 0 (6)

This one really surprised me. When I first sat down to play Krazy Ivan. I typecast it as a generic 3-D shooter with cool graphics and a couple of big robots thrown in for

good measure. Upon closer scrutiny. I found a real gome underneath all that 3-D gloss, with a little strategy, and challenging gameplay. There's a little bit of polygon pop-up here and there and the game is a bit on the hard side, but that doesn't take too much away from Krazy Ivan. Very cool



Skeleton Warriors is truly a triumph for the Saturn, a system which to date has most of its games either still in or coming from Japan. This homegrown game of high power is rich in gameplay and diversity while at the same time exhibiting some of the best visuals yet seen in a video game of any kind. Then of course there's the soundtrack which

to this day I can not believe to in a game. Bone chilling. This is the one game you can brag about in front of PS ewners this year. Unless they have to shinden 2 then I'm afraid you're on your own.



Ouch. That's about all I can say about Toshinden S. The original *Toshinden* wasn't a very good game, but it did have great visuals. Take away

those visuals, and you're left with the Saturn version: same control, bad graphics. But hey! We get a new character, new voice, new cinemas, and a new intro!

Yeah. Personally, I'll wait for Toshinden 2. C P M O (7) (7) (5)

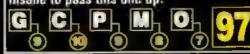
I can't believe that one of '95's best RPG's is a 300 game. Titles like this a year ago would have put the now fledgling 3DO on track for sure. You see, just get those imports out and

presto! Success is imminent. The fact that Panasonic reacted with a swift port is a great sign for the upcoming M2. RPG tans will no doubt read up on Lucienne's Quest in this issue so I'll leave you to it. This is the thee! 300 game the ever also and



When I first played the Japanese *Zero,* 3 months ago, I gave it a 95%. Since then, my respect for the programmers' accomplishment has

only grown. A perfect translation of one of my all time favorite fighting games, and some of the best graphics and sound on the PlayStation. Virtua Fighter fans would be insane to pass this one up.



Ugh. I'd much rather watch this one than play it, and even watch ing it's pretty lame. The stiff polygon people animate poorly and the "action" (ha) scenes are nothing to look forward to. In

between that, we get a straight-from-PC RPG that's hard to control and incredibly uninteresting. At least it's a bit more interactive than most FMV games, but with the exception of D, that entire genre should just go away.



Krazy ivan has crystal clear FMV, great-looking enemies and some impressive 3-D, but bites it big time in terms of variety. The infi-

nitely-repeating terrain and final bosses are what hurt Krazy Ivan the most. Still a hell of a lot better than Metal Jacket, though.



My first impression of Skeleton Warriors was stunning graph-ics, incredible music, but no play mechanics. Well, a few

levels into it, the play got interesting too, so Skeleton Warriors
truly does have it all. The Saturn's at its
best with SW's incredible 3-0 2-0, and
Tommy Tallarico's composed the best
soundtrack of his life, by far. I wish you
could run a bit faster, but otherwise, there's
very little to find tault with here very little to find fault with here.



In Toshinden S defense, the graphics have not been downgraded as badly as a lot of people have been saying. They're not as good as in the PS-X, of course, but they're still prefty good by current 3-D standards. My main problem with Toshinden is that they did NOT revamp the play mechanics, as promised, and the control and balance are as screwed up as they were in the original. They didn't evan fix the hideous All Neat intro, but there are only about ten thousand better fighting games out there.

G C P M O 72



An RPG! For 3DO! In English! Yes, Panasonic does care! S&S is a great game, with lovable characters, an amusing quest, some very nice 3-D, and

a very diverse soundtrack. It's a tad linear, but the story is interesting enough that you won't want to go off track anyway. This is right up there with D and Road Rash as the 3DO's best accomplishments.



Problem: you want a game with great 3-0 graphics and plays like but you only own a Station. What to do? PlayStation. Solution: Zero Divide. This game is an example of: A) some of the

best graphics on the PS, B) gameplay that would make Yu Suzuki proud, C) killer music, and D) an overall polish and sheen that's rarely seen in today's games. I don't know how a tiny company like Zoom programmed a game this good, but they did. Wow.



Cyberia might have been a big PC hit, but compared to other console games, its a little boring. To its credit, Cyberia has terrific music,

a long quest, cool motion captured
SGI graphics and a good storyline.
On the other hand, this game also
has lame "action" shooting sequences, limited
real-time interaction and oh... did I mention
that it's boring? If you liked the PC title or if you
enjoy those types of games, knock yourself out.
If you're a hard-core console gamer, you might want to look elsewhere.



As 3-0 games go, this one's a little shallow in the game play dept. While Krazy does sport the single best opening I have ever seen and some truly spectacular visual effects, like a transparent FMV heads up display, in the end it's just a lot of running around shoetin' stuff. Also, it's first-person play with only

stuff. Also, it's first-person play with only one available perspective. Hey, for a lot of people that's enough. And for those i recommend this graphically intense game.

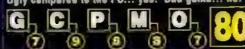


Wow. This is what I imagined a side-scrolling U64 game would look. like. The DKC-like rendered graphics in Skeleton Warriors are some of the best visuals I've ever seen with wild scaling and rotating spriles, amazing line scrolling and crazy special FX. The only thing better than the graphics in this game is the unbelievable music (I'd buy this game for the tunes alone). Not only there is long and challenging and there's much play technique to master. If you have a Saturn and don't plan on buying SW, don't consider yourself a true gamer.



Unlike Mr. chain-combo two-in-one, I

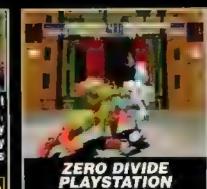
Unlike Mr. chain-combo two-in-one, I feel that Toshinden is a great original 3-D lighter. In fact, I think it helped to mold the growing genre of home console 3-D lighting. This version is simply deveid of the glistening effects found on the PS. It's still a good game. I'm sure that given more time the developers could have done a better conversion, but I'm sure Sega wanted this one fast. Why, I do not know. They shouldn't compare the Saturn's 3-D with Sony's. They have no light sourcing or goeraed shading. Ugly compared to the PS... yes. Bad game... ne.



Can it be? Yes! A full-length RPG on the 3DO, mere months after its Japanese release, with almost no storyline changes! Lucienne's

Quest clearly defines the future of RPG's with its innovative polygon locales and 32-bit effects, yet it also has a protty good storyline and quite lit-erally some of the best game music ever. All 300 owners have to buy this.





TWI • CD 3-D FIGHTING

CYBERIA PLAYSTATION NTERPLAY • C ADVENTURE



PSYGNOSIS • CD SHOOTING



SKELETON WARRIORS SATURN
PLAYMATES • CD
ACTION ADV./PLATFORM



TOSHINDEN S SATURN TAKARA • CD 3D FIGHTING

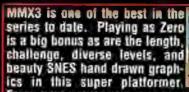


SWORD & SORCERY MICRO CABIN . CD



MEGA MAN X3 SNES CAPCOM • 24MEG CART. ACTION/PLATFORM

IEY • 32MEG CART. ACTION/ADV.



From new power-ups, weapons, and more secret stuff to brill C4 special effects, this is secret stort to brill C4 special effects, this is all the Mega Man anyone could ever hope for... on 16-bit. I Pray Capcom doesn't take as long to start the series on a next-pen console as they did to start it on the SNES.

G C P M O 85



Toy Story SNES has all the games (well, almost) but without the cool platform feel. The whole

mechanics (like the classic stop o' go stuff) kind of bother me. I think straight action platform would have been in order here. Shine following the storyline, when you've got SGI



graphic force of the 'Kong interactive gameplay thing coupled with some questionable



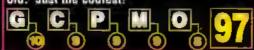
So why is it that on the king of 2-D systems this game slows waaaay down when it's perfect on the PS? This aside, I beat In The Hunt in half an hour and

although I enjoyed the graph-ics, the intensity level is at an all time low. In The Hunt crawls along at a snail's pace and never really goes anywhere I haven't been. Do yourself a lavor and spend your hard earned import dollar on Darius!



Beyond-arcade-quality-side scroll shooting comes to the Saturn with visual gluttony. Darius Gaiden has effects in it l don't even have words for. Zuntala is of course right along

side with musical force to compliment the stunning visuals. As a big *Darius* fan I have no complaints. Like they've all been, this one is big on challenge and will never get old. Just the coalest!



Remember Technosoft? Well,

Remember Technosoft? Well, after two crap PS games they are back on track. I'd rather it were ThunderForce 5 on the Saturn, but this unique sci-fit tighter will do just line. Reverthion's graphics rival high buck arcade games, the characters are beyond cool, and the music's excellent. Like a cross between Cyber Sled and a poly fighter. Reverthion is unique as well. This worthy import needs a date with a stateside third party.



Here's where me and the other guys have a problem. To me, lighting games don't get much better than this. GF has some of the best hand drawn graphics

the music is phenominal-techno-techno-



Although I still prefer the old NES Mega Man games and the more traditional look of the SNES MM7 as well, but even so, X3 is not a game to take lightly. This game is all about timed jumps, moving platforms, earlier moves the same of t

platforms, earning power-up and all the things that made the classic MM's so great. The control couldn't be more perfect, the graphics and music are great, plus all the different powers Mega Man accumulates do spice things up a bit. MM X3 is the game MM X should have been from the start.



On the Genesis, this game stood alone atop its SGI pedestal. But with awesome competitors like the DKC twins, Killer Instinct, and the upcom-

ing Super Mario APG, the shock value of Toy Story's graphics is lessened somewhat. The levels are diverse and the control is prefly tight, but the objectives are very simulistic in nature. TS is perfect for very simplistic in nature. TS is perfect for the younger gamer, but the hard-core gamer may want to look elsewhere.



In the Hunt was only a fairly good game in the arcade, and the Saturn version is further down a notch from that. With screwed up animation, lots of

slow down and bad music you might want to pass on this one and go for Darius Gaiden or the PlayStation version instead. This one is for huge frem lans only.



While I preferred the more intricate play mechanics of Layer Section, I am very impressed by Darius Gaiden's cool, plentiful bosses, strange

and beautiful backgrounds, and surprisingly good Zuntata soundtrack. The usual 26 levels ensure high replay value, and the game's a good challenge with only 2 continues. Nothing beats a good Taito shooter.



This game features some of the best 3-D graphics on the FlayStation. The lack of polygon pop-up and the quality of the ultra-high-res textures will make you wonder if somebody crammed a Model 2 coin-op in your PlayStation while you were aleaping. This pummel-fest is everything Cyber Sted should've been. There're tons of special moves, crazy 3-D camera angle changes, pulsing music and bost of all, gameplay to burn. The control is a little floaty at times but hey, if you can't trang, play mahiongo instead. hey, if you can't frang, play mahjungo instead.



Now, I know graphics and sound play a vital role in fighting games, and indeed Galaxy Fight excels in these areas (amazing votce, unique backdrops, and high-quality music). Unfortunately, Galaxy Fight's gameplay is tee basic and ene-dimensional. Special moves require perfect execution and are not very forgiving, and the characters aren't very balanced. Two years ago, when games like MK and SF2 only came along once or twice a year, more decent games (like Galaxy Fight) were acceptable. In 1996, decent doesn't cut it anymore.

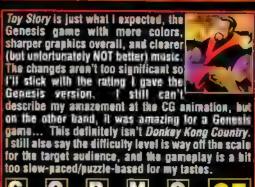


ever. I hope that when the Nintendo Hyper 256 system comes out in the year 2022, I will be playing Mega Man XXX 17. And it will be 2-D, Ihank you very much. MMX3 is definitively the best in

I can't get enough of this series.

the X series and very nearly as good as MM7. The levels are bigger, there are many more items to find, and of course you can play as Zero (his laser sword is amazing!). A must-play for SNES platform lans.







How pathetic must Imagineer's programmers be if they can't even do decent 2-

D on the Saturn? This one has embarrassing slow down extra loading time and a Genesis quality soundtrack, none of which is present in Xing's far superior PlayStation version. Still basically a good game but there are far better titles out there.



This and Pulstar rank as the best (and most difficult) 2-D shooters ever. The standard 26 alphabetical levels, some of the most spectacular sights ever

seen in a game and very good, if ... uh... different music combine to bring you after shooting satisfaction. This, by the way. IS the arcade game. The only difference is slightly less animation on the bosses, but it isn't something you'll notice.

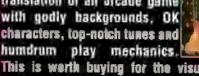


If you like Cyber Sled, you'll LOVE Reverthion. Everything you wanted in CS is here:

huge multi-level arenas, flighting game-ish special moves and jumps. The Model 2-quality graphics and excellent music don't hurt, either... I won't go so far as to say that Technosott's back, but they're certainly on their way.



What can I say? A perfect translation of an arcade game with godly backgrounds, OK



This is worth buying for the visuals, but serious fighting game enthusiasts will probably want to look elsewhere... The super-lenient combo system and the "just plain attack" button system aren't my style.





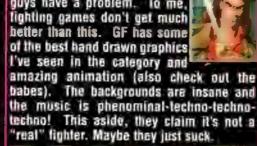
DARIUS GAIDEN AITO · CD HOOTING

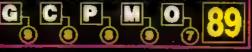


PLAYSTATION CHNOSOFT • CD 3-D FIGHTING



GALAXY FIGHT SATURN SUNSOFT • CD FIGHTING









This summer Universal Studios Florida brings you the visual reality experience of your life! Terminator 2: 3-D Battle Across Time. We're talking a mega-multi-media mind blowing extravaganza staring none other than the man himself. Arnold Schwarzenegger and his fellow T2 buddies Linda Hamilton, Robert Patrick, and Eddie Furlong.

Action director god Jim Cameron, creator of such joy as the Terminator saga. The Abyss, and True Lies, heads an award-winning team of such geniuses as Stan Winston and John Bruno, both Terminator veterans and effects masters extraordinaire. Combining the latest in 3-D cinematography, digital composite imagery, state of the art cinebotics, up-close live action stunt work and cutting edge lighting and audio techniques. T2-3D shatters the barrier between reality and film to create a literally unheard of multi-dimensional experience. multi-dimensional experience.

Twenty four hundred quests every hour will enter the newly relocated Cyberdyne Systems headquarters where they will twist and turn in their seats as sinister T-70 cinebotic soldiers train their sights on targets all around the audience. Witness as well the T-1000 Terminator "cop" from the

Terminator 2 movie morph before your very eyes as Schwarzenegger's T-800 cyborg literally jumps off the screen to save the day.

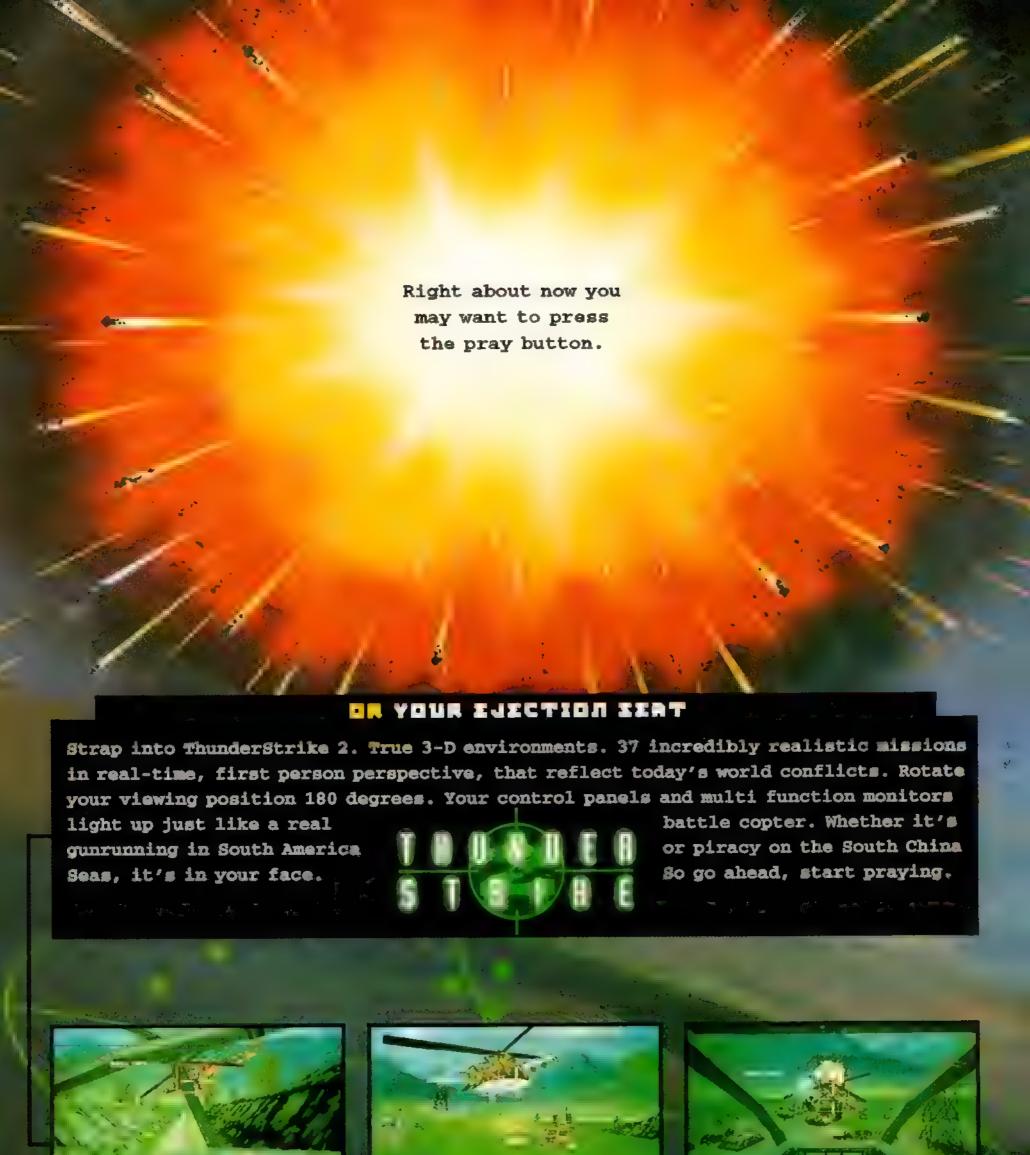
"Universal has always been on the leading edge of theme park entertainment," states Universal Studios Florida president and chief operating officer Tom Williams, "With Terminator 2 3-D, we have brought together and chief operations and the process of t elite group of world-class artists from all disciplines of the entertainment industry to give our guests an awe-inspiring, motion picture based experi-

ence that can't be found anywhere else.

"Universal Studios Florida is a leader in location-based entertainment, and of all the theme parks has had the most success with integrating live shows with cinebotics," says Cameron, explaining why he chose to work with Universal on this project, "They have made that one of their niche areas of expertise.

Why T2 in 3-D, you might ask? Cameron says the decision was made "...to do it in 3-D so that the objects on the screen become almost indistinguishable from the people in the foreground, creating one reality, the reality of

-Jason Weitzner Terminator 2."













PlayStatio

LiPER illami

TESHER TBA

CMAT CD

OF PLAYERS - 1

FREULTY INTERMEDIATE

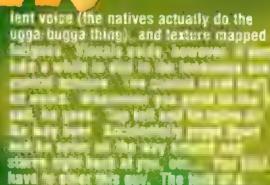
· JAN FFB



He's the Lone Soldier, a bazooka-totin', flame-throwin', polygon Merc, and he's headed for your PlayStation. Terrorists from outer space have 'napped some high rankin dudes from your side, so the brass is sending you in (by yoursell, of course) on a recon mission loaded with blazing cinama's and texture mapped poly's. Telstar's initial PS faunch is an impressive effort indeed. Lone Soldier's texture mapped polygon environments allow the player complete freedom to move in every concievable direction throughout the entire game, save the bosses whom you cannot escape. Your character even turns and runs parrallel with the screen in many of the levels. Top notch graphics they are, with literally NU pop-up or



arally NO pop-up or flickering polys.
Speaking of polygons, each gourand shaded character is linely detailed, complete with plete with tacial expresstons, excel-



strating option or the about to lock down the chamwhile firing, coupled with the natural instinct to keep moving, causes one to collide with the enemy quite until you learn to stee, burn have of the D-grid, sheet and then take off. Shoot on the run (or should I say walk you can

walk, you can-not shoot while sprint-ing) and you're headed for the clash of the polygons (two guys standing tee to toe with dueling M-16's. The game actu-















TAPERS - 1





DILLA VVI



One of the best games on the 3DO (and one of the best motorcycle racing games, period) is reving up for release on the PlayStation. When I first discovered that EA was creating a PlayStation version of RR, my mind reeled. Since the PS is capable of some spectacular 3-0 (much better 3-D than the 300's), I prepared for a version that would be (or a least look) much better than the 300 game. Unfortunately, the game is a direct port of the 2 Rash

On the positive side, the gameplay seems to have been tweaked and improved over the 300 game. The bikes seem to handle a little better and control is now

I hate to sound like a broken record, but even the



sound and graphics are exactly as they were in the 3DO game. All the music (and music videos) are of course here and are noticeably cleaner via the PS's stellar FMV hardware, but that's a given.

Don't get me wrong, I loved the 3DO game and played it to death, and for those who missed the 3DO game this is one ride you'll love taking, But, with all the amazing 3D PS games out there. I feel that a company with the stature and regulation of EA should've created a Road Rash that takes advantage of the PlayStation's unique 3-0 features. What we have here is, for all intents and purposes, a 300 game, and I have been there and I have ourse that.





destruction and to slay its leader. Revolution X was an overlooked (yet highly playable) gun game in the arcades a couple of years ago. Its conversion onto the PlayStation came with some basic scaling is only

The evil organization of NON has taken control of our youth, our culture, and our society. To further constrict their stranglehold on the minds of young people everywhere, the evil commatting queen of NDN has ordered the kidnapping of Aerosmith! It's up to you to rescue Agrosmith, destroy NON's weapons of mass











in the arcade are from The tunes are (natch) exactly the same,

flaws, but most of the action was retained on

ters around an icon-style crosshair used to direct machine gun and special weapon fire. ur special weapons, in keeping with the eme of things, are compact discs which can ered up" to laser discs. Of course, this is

nary shooting game: Aerosmith makes and special appearances all throughout ame as their music plays in the background.

we played the arcade game, you've

y played the PlayStation version... sort of. the deal of the original game's graphic

it is curiously missing from this one. Some of scrolls are choppy, there are fewer sprites, the

in and the digitized enemies looked WAY better

Like most every other gun game, Rev-X cen-

the most advanced home systems.



Look past the graphics and you have yourself a decent conversion. There's still plenty of targets to blow to pieces, and every enemy now spurts slimy red goo when shot. Above all, the game-play is virtually intact, which is why this isn't a complete loss. Remember... Music is the weapon! -The Stalker







QUESTION!

PREVIEW



1 US 0010

• • P.S 1

TURY O



THE STALKER
ALL YOU NEED IN
A CHOPPER SIM













THUNDERSTRIKE

Chopper games have com-

way since the days of Tiger of Airwolf! Core's new 32-bit creation, Thunderstrike 2, is shaping up to be the chopper

Thunderstrike 2 seats you in the seat of an Apache helicopter carrying out

sorties all over the globe. Your role is

something of a peacekeeper/missionary in a world where limited military action is the only way to keep things under control.
TS2's intuitive control, multiple views, and user

friendly play mechanics are an invitation to those who have gone their whole lives without playing a game of this nature. Additionally, there's plenty of action for even the most hard-core chopper freak. You'll find a wast assortment of goodies to destroy: ships, bunkers,

tanks and anything else you can place inside your crosshairs. It's even possible to lock onto individual ground

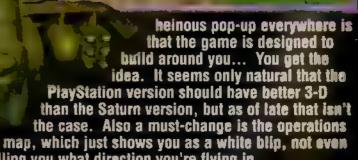
troops and fill 'em full of lead... Just let 'em TRY to run away! Thankfully, TS2 also offers diversity within its levels. Sometimes you'll fly straight into a jungle ambush, or have to approach and defend a "friendly" aquatic area. There are a total of seven main areas,

and each has different arenas of combat to fly through.

Now I must take a second to speak of the things about this game that should be changed. Core's new 3-D engine is very cool and it plays well, but the graphic layout is simply not there. The built-in excuse for the







telling you what direction you're flying in.

If Core just tweaks out the poly-breakup, Thunderstrike

2 will be a nearly perfect chopper combat game. The
textures are dead-on and the rotation and scaling are
very nice, once the on-screen sprites have popped, er,
appeared. It has the gameplay, now it needs the look!

-The Stalker





SILVERL









APER - VIC TOKAI

VIC TOKAL



You play the role of an outlaw sowboy in the wild west (the year 1879), searching for a young boy who has been kidnepped by an evil group called "The Raiders." It's up to you to return the child to his parents and bring the group back to the town known as Silver Load.

mulate items and discover vital information about your incorporates 3-D action sequences. This part of the garquesi-Doom/Virtua Cop game environment with nces. This part of the game proces you environment with real-time 3-D fexture s you in a iltiple weapons.

At this point in time, it's hard to tell what kind of impact Silver Load will have when launched. When a review copy becomes available in the numbs ahead, we will scrutinize the pros and cons of Silver Load. -K. Lee







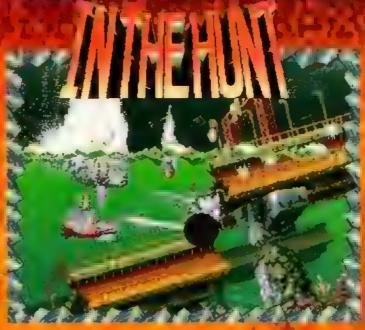












I have a big soft spot for shooters. Dadus, Life

is the Hunt for the PlayStation is a 100% per line from (the same people who made

ve a vast amount of shading to ealistically in the sun, and even i nisme. The attention in Letail i all look and style of *in the Hunt's* and I like it.

indiracks are selectable, the origin a new arranged ensemble. The arr as wact, but because the coin-op's sound driv isn't very coehisticated, they have a crude and static den sound. The arranged music features crisp CD so

The best part of in the Hunt is the gameplay. The control is accurate enough to get you out of the tightest situations and the power-ups you accumulate will save your higher many occasions. Unlike most shooters, you move ahead at your leisure stopping to clear the steen of enemiles as often and for as long as you like. There are huge amounts of sprites on-screen, enough to make staying slive a chatlenge. However, the difficulty is perfectly set, so you are never bored at its ease or frustrated at its impossibility. If you stay at the edge of your seat, you'll

when I really think about it, other than the so-so music, there really isn't anything bad about this game. The should be action is superb, the central is set just the way it should be, the levels are long and bard, and the second should be, the levels are long and hard, and the graphics are outrageous. I recommend in the Hunt to all fans of traditional 2-D shooting games. You guys will love it.





DEVELOPER - XING

PUBLISHER - THQ

FORMAT - CD

OF PLAYERS - 1-2

PHEFICULTY - INTERMEDIATE



REVIEW



___ cR − PROBE

:SHER - TWI

MAT - CD

OF PLAYERS - 1-

PEFICULTY - ADJUSTABLE

IN 181E NOW



SLASHER QUARE BUTTER THAN Prince Rage s grade or a la splandid stop

man a imation a imation man a

get of it, and, as a matter of oct, and spill o this day. And own maily, after quite a few status

The has added a funture I have wanted quite literary since me first time I played the arcade games to the control or match the six different has muchs.

To daily, Prima Rays and Landaum and the which had six attacks, so the most powerful to were executed by a simultaneous press of two tions a in Samurui Shedown. Obviously, this less than desirable situation, and in bringing one the game to SNES, Genesis, 32X, and 300 seems all armed with six-button controllers, one would have thought TWI/Probe would have provide at least the option to use buttons five and six to ecute the two Power attacks. Unfortunately, the east the case; instead the developers saw fit to make those extra buttons automatically do special moves a la Toshinden.

So, the plisteningly government of the latest and t

disappeared in the PS
(good riddance), replaced
by two Power attacks as their
even, separate buttons. This
is reason enough for many
Ragers to buy his version
outright.

ting image of the coin-en. The backgrounds are the arcade, the music is the sale, etc. TWI has even added an impressive

intro depicting the apocalyptic storyline behind the storyline. I haven't been altogether pleased with the home randitions of this fighter thus far, but I must now congratulate TWI/Probe on a sensingly better-than-the-arcade translation. If you in any way hold Primal Rage door to your heart, and

nu've managed to held out against the much ting/conversion mustaught them is, the huy Station variance is unquestionably the care in get.

Slashor Quan























23 + TWI

OF PLAYERS - 1-2

YOW



TARUHI TWI PICKS A WINNER!









but here. It's an incredible game, s, and we hugely popular in Japan. It was entirely in English to begin with, and would remire absolutely no translation... But I'd ake must the middle of the night with disturing virons of it being killed at the highest supporately els, because, I don't know, it sould take too much attention away from Colom, of comething. But no! Enter our key, Time larner Interactive. Time Warner sour fries. Time Warner cares. And Time Jarner lass brought us Zero Divide, in all is majesty, mally unmolested by the sex forces of all translating.

Now, both a read my droot-fest, it like to give you a tile warning. Zero Divide has a block butto. YES! A BLOCK BUTTON I'm warning you if this now because a tenever I bring up the pic of Zero female excellence with the offer editors have, the response is invariably, "But has a block button!" They say it in the same the of voice you'd say, "But it was programed by and molesters!" or, "But it gave my had a letter epileptic fit!" WHAT IS SO WRONG the CK BUTTONS!? You press it, and your character blocks. When you press back, you don't block, you move back. IS THAT SO HARD TO GRASP? IS THAT SO HARD TO GET USED

TO? But if you're one of those people who

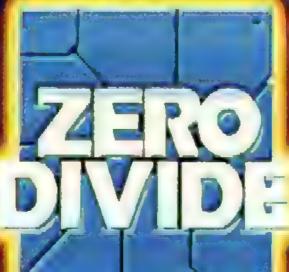
button (like someone dropped a Virtua Fighter machine of you, or something), then by all means, stay far, far away.

in your life where you're ready to deal with Virtua Fighter—tyle play mechanics, then you will loss Zero Divide. The play control is perfect. Ith dozen, of tap-tap style moves for each character, at easily accessible with your standard control p.d. The influence of Virtua Fighter I. obvious from the first round you play: Moves, combos, tumping, and throws all work exactly the same way, with the only game pure enhancements being the addition of a bit of juggling and the addition of the rime and jump back in.

The componer's artificial intelligence is exemplary... The computer can be a very fough opponent, but useen t need to result to such cheap tactics as pulling off a constant stream of impossible-for-humans 12-step moves, or taking off extra health As you play through later stages and harder discoulty

As you play through later stages and harder diminulty levels, it just learns how to block better, how to counter more effectively, and sometimes how to maneuver you right out of the ring.

The characters are incredibly well designed and, with a few exceptions, don't fit the ultra-cliché molds that most recent lighting game characters seem born into. I'm























at a loss when I try to think of contemporaries for such innovative characters as drill-based Nereld, whose techniques actually make him more dangerous when his back is turned, or tail-slapping, fire-breathing Draco the dragon. This isn't the type of game where one character

quickly emerges as the best and no one ever even thinks to choose anyone else.

Visually, the game is a tonishing. While it isn't as impressive as upcoming and generation eye-poppers like Soul Eogo, it's the most visually impressive tighting game currently on the market, save permission Virtua Figurer. The animation is smooth and detailed, the textures have an insanc amount of detail, and the scenery is always (well, almost always) stunging. There's also a very well done. always) stunning. There's also a very well done replay feature which allows you to carefully examine the bouls from the perspective of a floring camera you control, and save the ones you like to your memory card.

In the sound department, there's an excellent soundtrack, ranging drastically from techno to who-wah style porn music, and even the Phalanx mini-game's music is arranged. Sound effects are good, but

the not-quite-a-native-speaker voice hurts... you can turn most of his lines off, but not all.

And I have to mention the bevy of bidden bonus stuff in this game.

And I have to mention the bery of hidden bonus stuff in this wife.

I've never usen a better collection of hidden stork- none of that look-learning the lag-move crap, but tricks with real meat. Among them are the smility to choose 16 colors for each character. 3 prefectly translated levels from the SNES shooter Phalanx, the ability to play as 2nd-to-last boss Zolu, hidden final hoss XTAL, Zoob smassot (a big brobby cat named links), and Goundly knows what alse.

So what else is there to say? This is an incredible game, which you should all go run out and buy. If you can stand that block button thing. And as a tidbit for all of you who are already enjoying Zero Divide, Zoon (the nawest member of the Squaresoft family) is hat at work on the sequel, which they say is about 15% done. If 2 vo Divide does well, I'm

sure they'll bring it out here, so it doesn't. I'm holding you all responsible. Get down to your local video game stores and whip out that credit card, 'cause I need my Zaro Divide 2. - Takuhi











M. LIII A LITTLE OF THIS AND A LITTLE OF THAT.

I hit PC CD-ROM title, Cyberia, is making the ransition over to the hard-core gaming consoles; 📜

Mis case, the PlayStation.

Due out in January, the PlayStation version of Cyberia features all the action/shooting sequences of the computer game (11 in all), blazing musical score by Thomas Dolby's Headspace, mucho puzzle-solving, multiple story lines with fork-in-the-road type multiple plot paths (which provide different results and endings), and 100% SGI rendered graphics and characters featuring full motion-captured animation, Intrigued? Then listen

The grant 2027 tive jums to the global economic collapse. At Zak, as outlaw computer hacker of death row, you have few choices the era kinguish in prison, or undertake a suicide mission in to the secret installation code named Cyberia. Once there, you must fine the mysterious superweapen that may trigger doomsday... 🐜 🎮



The levels in *Cyberia* are a combination of prerendered action sequences (where you walk about, talk to people, and solve puzzles), and various incockpit shooting sequences. You can customize the difficulty of the puzzle sequences and the shooting action. Whether you've got the reflexes of a cheetah and have little in the way of gray matter, or if you are a master at puzzle solving but your twitching abilities are a little dull, fear not; you can tailor this: game to your liking. The easiest mode

Cyberia can be set for is either: 1) medium shooting difficulty with only puzzles, or 2) medium puzzle difficulty with easy shooting (🖦, ah, ah... ne cheating). if any and/or all of the things mentioned above Interest you 🗱 all, you might want to give this stand the test of trae L gamers? You be the judge.







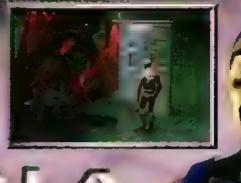


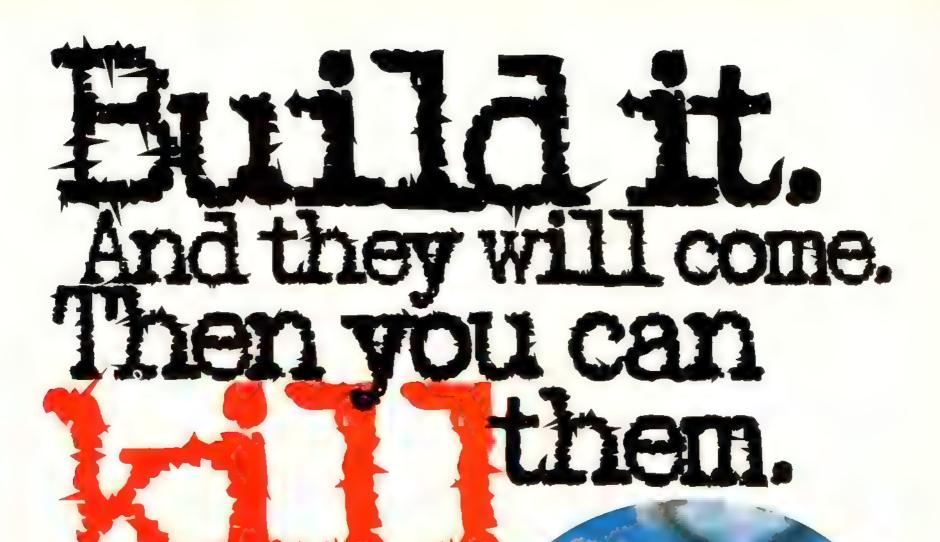












Critically acclaimed by everyone and their grandmother Maybe it's the cool 3D characters or texture-mapped backgrounds Maybe not



You're overrun by mobs of ravenous Hordlings, each blessed with huge, coion-blasting appetites.

35 minutes of video explains how piss-boy Chauncey saves the King and is rewarded with the old man's Grimthwacker (It's a sword).



Forget about fields of dreams.

With The Horde, it's more like little slaughter-house on the prairie.

See, we've injected arcade-style,

belly-slitting fun into that sleepy-ass commune you call home. And between digging death pits and

hiring archers, enjoy some serious, gut-popping swordplay.

'Cause man, these neighbors really Dite!



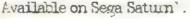


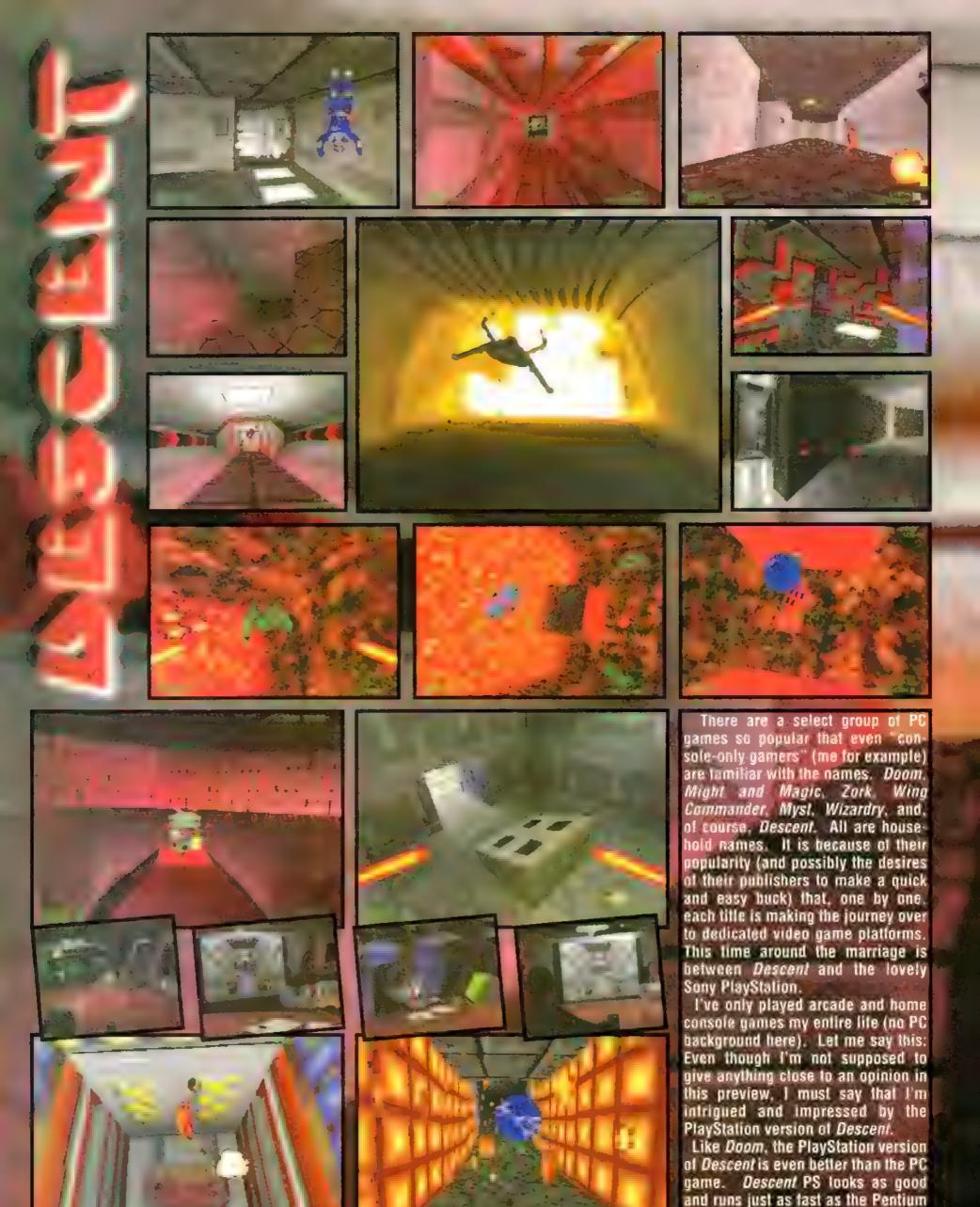


Dynamics, the Crystal Dynamics, ogo a ind Sega Salum are trademarks of Sega I

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PC game; plus it has colored lightsource effects, all new levels in link-





















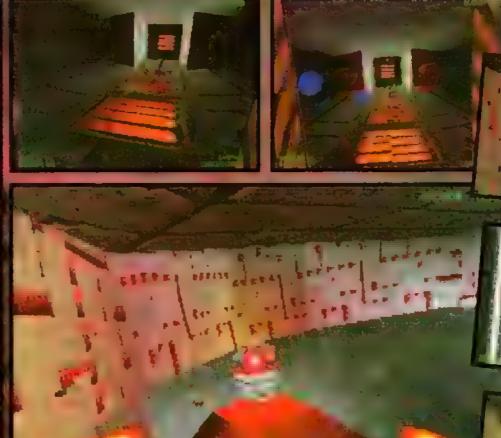




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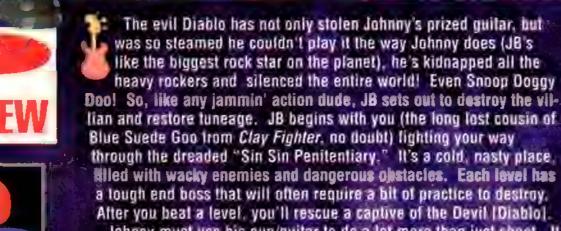
up mode, and new music (including original music from Skinny Puppy and Type O Negative)

Those of you who have played Jumping Flash know that "queasy" feeling you get in your gut while taking a huge leap from a platform, the ground rushing toward you. If you suffer from vertigo, stay away from Descent because this game destroys JF in the nausea factor. You see, in Descent, there is no preset up, down, right, or left. In theory, any surface can be a ceiling or a floor or a wall, depending on how you manipulate your floating ship - a 3-D game in the truest sense. Not only that, but doors and hallways can be on the floor or on the wall or even on the ceiling. Process all these parameters in your brain, and not only can you see how confusing Descent can get, but it can also keep you from getting up and walking in a straight line after you've finished playing it for hours and hours... bart! Next month, we will give you the full lowdown on Descent in our PlayStation review



-K. Lee

IDHINY BAZOOKAT



Johnny must use his gun/quitar to do a lot more than just shoot. It can be used as a vacuum to suck things up (to be used later) and, very frequently, as a vertical propeller when aimed downwards and fired while airborne. Johnny can also attack with a spinning leap with his guitar or charge up to deliver a huge burst of energy. It's already evident that learning the play mechanics early on is going to be vital if you want to see the big man fall.

JB has over thirty sub-areas, and these are very often difficult to master. A lot of harmless-looking things can hurt you, and almost every area requires a bit of reasoning (and trial and error) to pass. Figuring out how to get up onto the ledge that leads you out of a courtyard or how to avoid an underwater hazard is a big part of the game. What makes JB fun and keeps repetition to a minimum is that different stages require you to do extremely different things. Some areas are relatively basic platform levels, with some sort of obstacle or object being the focus. In water, you glide and shoot downwards as your only means of propulsion. When you find yoursell in a ventilation shaft, you have to take the rushing gusts of air (and massive light-source shaded fan blades) into serious consideration. There's even a sequence where you relive Indiana Jones' Temple of Doom mine cart ride ... in a rocket-wheelchair

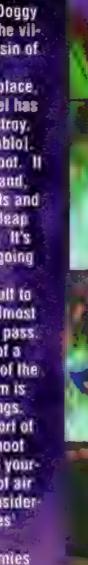
JB shows off all kinds of graphic technique. Johnny, the enemies and all of the other sprites are painted with bright, iridescent coloring. The characters contrast beautifully against the drab line

scrotling backgrounds. There are countless enemies that scale and rotate with amazing fluidity, usually with several other things going on in the same scene. Things come bouncing in from the background fly out lowards the distance and swing around in the foreground, all with minute loss of

Jazzy music drives the entire experience home. I'm no huge fan of jazz, but JB's soundtrack is certainly worth praise for its innovation. If you're into clubstyle sax jazz, you'll love the music in this game.

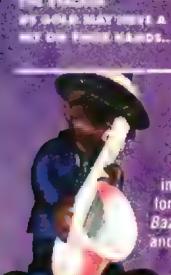
JB is nearly completed and, with some tender tweaking, could easily put US Gold on the 32-bit action/platform map, a place occupied by a choice few Bazookalone is an action platformer with more tresh ideas. and originality encased in the course of a single game

than some companies can muster in an entire series. 32-bit 2-D is here to stay! Look for a review next









PlayStation



Atiens are attacking the earth, and the only one who can save us all is a hyperactive Russian colonel in charge of a pre-cold war battlesuit. Together with his slight loopy team, *Krazy Ivan* travels the world destroying aliens, and lighting for good of "mom and apple pudding."

Each stage has a number of bosses, awaiting in cratered arenas.

Blow away minor enemies for power-ups between the bosses, and once you've destroyed them all, you can try to take out the alien's main shield. There's a good dose of strategy in quickly changing

weapons so they don't overheat, using your radar, and deciding what enhancements to buy at the end of each round, but otherwise there's not a whole lot to the game. A bit more variety definitely wouldn't have burt.

After Wipeout and Destruction Derby, I expected Psygnosis to do a lot with the visuals. Their command over the hardware is, as usual, impressive, but the graphics are of mixed quality. The boss design is fantastic, and all the enemies look and animate very well, but the back-

grounds aren't so great... Even with the oh-so-popular mist effect that blocks long distance vision, things tend to flit in and out of existence when you turn around rapidly. There's no pop-up on enemies, though, thanks to an ingenious little trick where the enemies don't even appear until they're fairly close to you. They appear as white outlines, and then sort of phase into existence, as if dropping out of warp or something. There's a great variety of enemies, but almost none in the backgrounds. Sure, rural Russia is made up mostly of craters, mountains, and trees; I'd expect that, But suburban France? Central New

York? How about Tokyo, specifically in the "heart of the financial district"? Sure, maybe I haven't been to the heart of Tokyo's financial district, but I'm willing to bet that it's made up of a bit more than craters, mountains, and trees.

The music has its moments, but it's really nothing you'd want to hear outside of the context of the game. The intermissions are actually pretty cool, with lots of groans but an occasional actual laugh. The actors (extras from Zhadnost, no doubt) deliver their best mock

Russian accents, and everyone involved earned the 6-pack of beer they were no doubt paid for their performances. The video's all spiffed up with some very impressive effects, and run through crystal clear, luscious PlayStation FMV.

Krazy Ivan's a lot of fun, but

the repetition sort of kills it. While all of the bosses are very cool, there are really only a handful of strategies to pick from when you fight them, and aside from that, there's not much to it. Fighting the same last boss shield

thing in every level gets really tiresome, and the scenery never really changes. Still, Krazy Ivan is something you must at least check out, if only to see some amazing



DEVELOPEL - PSYCHOSIS

DICELLY AMERICAN



TAKUHT SETTER ACTING THAN GOLDSHEYS!









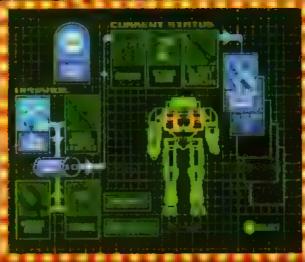














If you have one of those cute dogs that hangs its head out the window, don't bring it.



Saddle up. 'Cause at dawn you ride the death pony. And it's gonna be pure neck-snapping, retina-tearing speed! You see, Solar Eclipse boasts third generation 3D technology

tent-pitching Velocity for our latest space combat n' carnage convention. But hey, it's more than some cosmic Speed trip. Your mission's to battle a computer gone HAL—with all the high-tech weaponry your top gun Wet dream can handle. And where are you dancin' this metallic lambada? On the new Sega Saturn, of course. Oh yeah, you'll be smokin' mister. But don't bother cracking a window. It's 32-bits of Solar window. It's 32-bits of Solar window.



Pick from a stury collection of do-it-yourself death tools. E-Z High Explosive Plasma Guns, convenient Thermal Tracking Missiles, handy Pulse Laser Cannons. (Tool belt not included.)



Choose cockpit or chase plane view while screaming thru 3D texture-mapped worlds. Jagged asteroid fields, fiery planet surfaces, lava filled caverns, and other sunny destinations.



Working around the clock, scientists in our speed lab achieved hyper-realistic Full Motion Graphics. Our secret? Ass-kicking proprietary engine parallel processing with Ed's '72 Pinto



Meet Claudia Christian as the tough Major Kelt—She's nursing an intergalactic grudge against you the size of Uranus 40 minutes of Full Motion Video let her hone her ball-busting ways.









A. M. O. & K.

Scavenger is host to some of gaming's most talented design teams, and their latest offering. Lemon's AMOK is one of the best third party Saturn games thus far. Combining fluidly animated polygons and bit mapped sprites in breathtaking real time environments. AMOK will take you places you



PREVIEW



MENTAL - LEADING

PURLISHER - MENERALD

FOR PLANTAGE - 4.2

WITICULTY - ADMINGE

MINLANDS - FEMOLOS



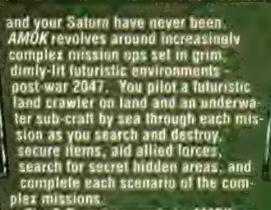
E. STORM THIS IS HIGH POW-

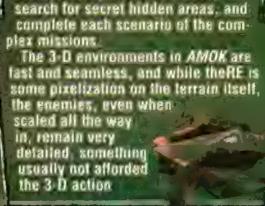








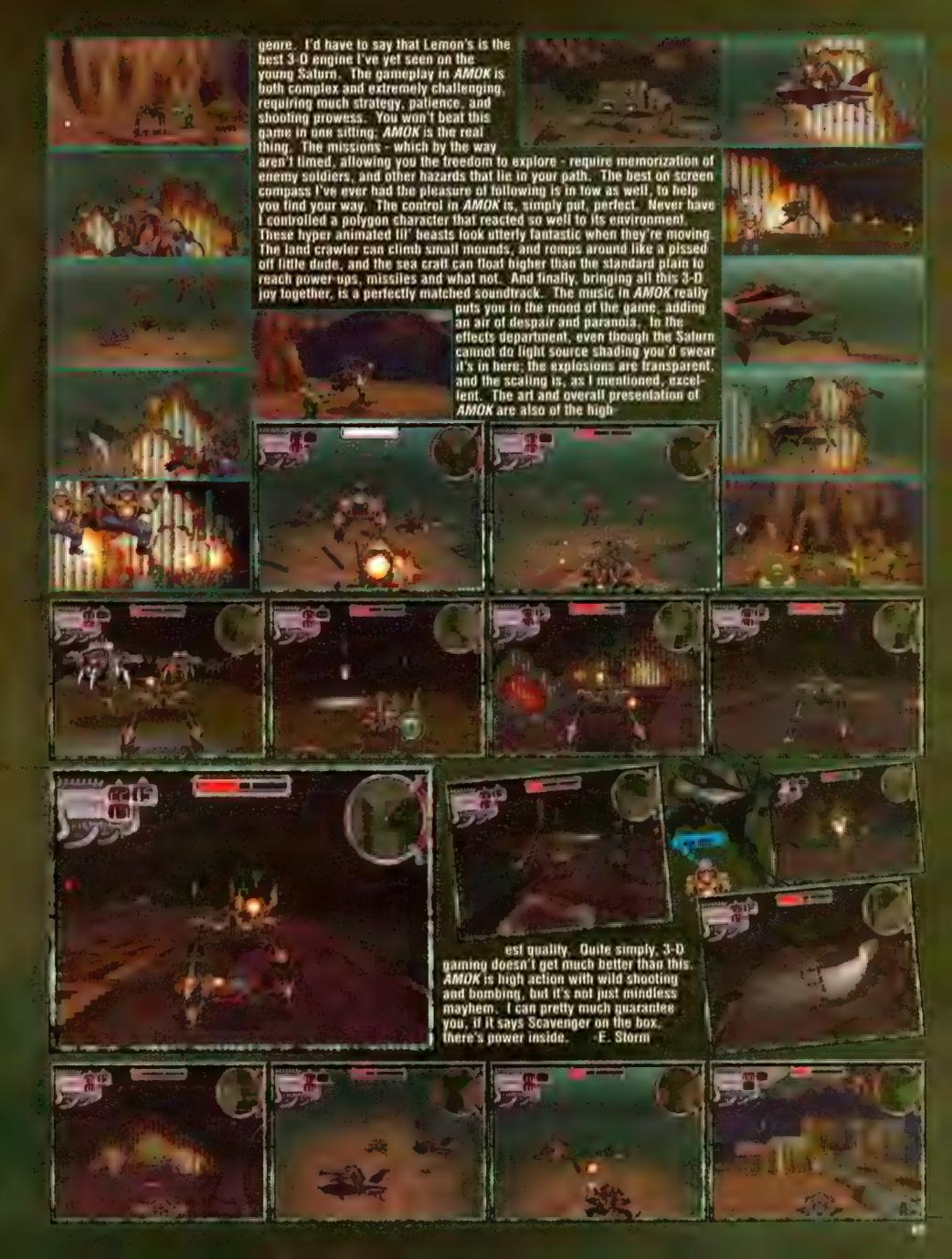




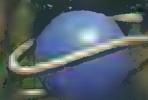












SEGA SATURN

DEVELOPER - NEVERSOFT

PUBLISHER - PLAYMATES

FORMAT -

OF PLAYERS - 1

DIFFICULTY - ADJUSTABLE

AVAILABLE - NOW



E. STORM IT DOESN'T GET MUCH BETTER THAN THIS!



As the city of Luminicity mourns the death of its king, the heir to the throne must be on guard from the sinister Baron Dark. For the king's cousin has brought rumors that the Baron is plotting to steal the Light Star Crystal, the mystical source of Luminicity's power. In his time of sorrow, the young prince does not take notice of the baron's shadowy figure gaining entrance to the Light Star Chamber... As the crystal is torn from its home, sirens are triggered throughout Luminicity summoning the prince to save the kingdom from destruction.

Prince Justice junges at the

Prince Justice lunges at the haron. The struggle splits the crystal, unleashing its enormous powers. The power of the crystal has transformed Baron Dark into a living skeleton. The heroic Prince Justice has now become Prince Light Star, the only mortal with enough power to battle Baron dark and destroy his Skeleton Warriors.





















When it comes to special effects, well—this game is a special effect. In literally each and every level, you will see eye-popping visuals, such as scaling in and out of the environment, transparencies galore, snow, beautiful explosions, mega line scrolling,



Put your platforming skills to the test in "The Arms in Tomple



mated backgrounds, translucent enemies, huge scaling boulders, and, of course, truly demonic bosses worthy of the game's dark theme.

I do, however, believe it or not, have one small complaint. Hey, it's my job. When the prince negotiates downhill terrain, if you simply let him walk lown, he'll simply slide stand-

















ing upright. This really only happens once during the mountain top scene. I just thought slide maneuver might be in order. As a matter of fact, one of the princess idols is a slide. Personally, I just leapt off the peaks anyway. In the interest of realism. There are certain items that go along with rendered classiciers, especially this early in the 32-bit in me.







Shriek's a nasty old bag o' bones and she's got an evil bird in tow. Survive her swinging cicle and say hello to Luminicity, a place of hellish splendor and the toughest obstacles yet











Prince Light For discovers why they call this place "Siminis."

Speaking of early, can you imagine what Neversoft's second Saturn game will look like? Scary. This is their first time out on the Saturn and I'm aching for more.

Playmates has definitely struck programming gold. As you can see in my hyperdinky intro shots, there is a detailed and fantastically narrated and animated opening chema that opens Skeleton Warriors. It's tull screen and rivals PlayStation FMV. Absolutely no low budget actors involved, it's all SGL and it's as dark as the game itself and the evil that lies within it. If you own a Saturn you simply must have Playmates' Skeleton Warriors. It's that single E. Store

















In "Luminicity" scaling platforms test your stalls while the complex attack pattern test your patients. Everyone's not a gun































SEGA SATURN

SEGA/TAKARA

PLANTE - 1-2

ADJUSTABLE



One of the main the original Toshinden had joing for it was it is insingly lovely visuals, and them have become somewhat mangled on the Saturn. It's not as if this is the best the system could do. A much better version should be possible.

At GameFan we review games in comparison to others on the system, but I reel I have to compare this incarnation of Toshinden to its predecessor. First off, the beaution of Toshinden to its predecessor.

tion of Toshinden to its predecessor. First off, the beauti-ful Gouraud-shaden characters are gone, replaced with rough-edged doom-dudes. Ellis's translucent lacy

undergarments are new clusters of pixels and the explosions caused by special rare no longer trans The polygonal backgrounds have even been replaced with VF2-esque pa and Gaia's mind-b donut stage has been reduced to the barrel effect in Castlevania IV. An Ibr plus side, the game never sports many new samples, the gameplay seems a tad tighter, and there's a cool intro to say nothin

new modes and features of the

Saturn version.

The only redeeming features in this game are the ultraslick Retsuden Mode and the somewhat cool new character, the "Scarlet-Eyed Degenerate Angel" Cupido. The Retsuden mode is a story mode in which you only fight four characters, plus the three bosses, but before and after each match you hold a lengthy conversation with your apponent. Often times these cinemas give you no desire to deteat your opponent - it you beat poor Ellis she'll never meet her father; Kayın'll never get to avenge

his father's death and Elif will mover on. That just a that I ruised right No I have iesa Tres. An well aming...

me. Capieo d... the a tic and her The new character is obvious a raftad w mostly flatmes - the Gale

(a characte Cunido ... a n't fit. The of the grow equipment eight foot l blades and outlandist ior... Gupido wears a s

Her stage is amazing, with four layers of cool parallax and a transparent arena... and she has a neat win quote: "Towa ni nemure," or "Sleep for eternity." (Sorry, after certain people claimed I couldn't read Japanese after my Lunar: Eternal Blue review. I have to stress the fact I do every chance I get!)

If you've never played or seen the PlayStation Toshinden or you're a Toshinden treak that must know each character's storyline you may think Toshinden S is pretty cool, but there's a much better alternative: VF2 In the meantime lets pray they don't attempt Toshinden 2.













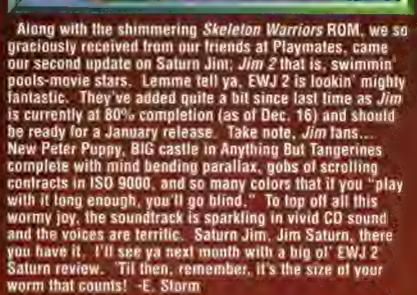






















It's 26 levels of car-to-car combat Customize buffed monster-stompers with trick engines

and air-grabbing

jump jets.



Hate cheesy acting? Watch two trash-talkin' jerks rip on the gratuitous video.

With our unique.



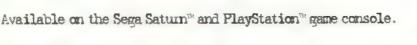
the chaotic death-capade featuring wicked 4x4s and a blood-thirsty arsenal.

Red-line across the galaxy's most intense, 32-bit texture-mapped terrain, switching on the fly between COCKDIT and chase view. Careful, though. Grabbing

massive air could crush a kidney. Or two.

























MENELOPER - MITEUPLAN

PUBLISHER - INTERPLAN

#F PLAYERS - 1





























ent with a game console. Still, the game is over just as soon as you figure out the tricks of the trade, so if runly lacks included the like of the trade, so if runly lacks included the like of the trade, so if runly lacks included the like of the lacks included the lacks includ











Just when you figure Sony
has the 3-D battle for supremacy well in hand, here comes an
inhelievable game, not out of AM2 or
some multi-million dollar mega effects
house, but from the yet undiscovered
Scavenger. If I were Sega or Sony I would
be camped at their doorstep, but hey, what do
I know? Well, I know that the Saturn cannot do
light source shading, 3-D transparancies, and has major
re-draw problems inherent in the hardware.

However, Scorcher has no popup, what looks like light source shading, and viuals to die for. Scorcher is, smply put, beyond anything we've seen in the genre. Previously I'd only expect this power from a coin-op.

As we go to press, Scavenger's Zyrinx team are assembling the final product now that the amazing engine and rendering is complete. If all goes well, we'll have a review for you next month. Prepare for the ultimate in 3-D combat racing.

-E. Storm



SEGA SATURN

P PARTS - 2004.

MARI - NAME



E. STORM































graphic/animation s make the a leab make the aggree aggre h of what real creative

Human Resources Dept: (code), 900 Deerfield Parkwas Bullino Grove, IL Deerfield Park 10089-4510, 1

R&D arm









PORTS, AL

Upgraded from the PC version with faster frame rate and better sound. Argonaut's Creature Shock is on the way to Saturn, courtesy of Data East. This 3-D point, click, fly, and blast FMV corridor game was received fairly well in its last incarnation, but many critics and players wondered why the flying sequences were so... well... lame. The good news is Argonaut (developer of StarFox) is spending all the time necessary to COMPLETELY redo the flying sequences, so even if you've played CS before, you should

view it with a fresh eye.

Creature Shock starts off with a killer FMV story segment, of which there are many scattered throughout as the story unfolds. It's the 22nd century and due to the overpopulation of Earth, probes have been launched to determine the most hospitable new home for the masses. One ran into a nasty organism... now you're a solo pilot on a recon mission to find out what happened. After you get swallowed up, you step out of your ship to explore on foot

From there it's classic Sewer Shark-type gameplay, but on foot. You point and click on which of up to three corridors/directions to take, then the game automatically plays the FMV.

Your movement cursor turns into a yunsite when danger threatens, which can take the form of bats, slugs, alien soldiers, spiders, and multi-tentacled bosses. You have regular guns, a flare bomb, a smart bomb, and a shield move, so there's actually a bit more strategy than just how fast you can aim and press the button. Most of the larger enemies have very specific weak points, so you have to be creative to bring them down.

The full-screen, light-sourced visuals are extraordinary in this game, but keep in mind that's due to the pre-rendered FMV, not generating graphics on the fly. We'll be back with a more in-depth review, with shots of the forthcoming flying sequences, when Argonaut finishes this one off

-Slasher Quan



























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DEVELOPER - ATT

PUBLISHER - AUAM

FORMAT - CO

OF PLAYERS - 1

DIFFICULTY - INTERIMEDIATE

ANNUARLE - JANUARY



TAKUHI AVOID THE GROUND. Cybermorph was without a doubt the best game available at the time of the Jaguar's launch. It had action, it had exploration, and it had a sultry little blue head, all adding up to make an excellent 3-D shooter. Now Battlemorph looks like it's ready to follow in its predecessor's footsteps, and do the same for the Jaguar CD.

Nothing's changed too drastically from Cybermorph. You still pick a planet, fly around looking for stuff, and basically just explore lots of weird alien worlds. As you'd expect from a CD-powered sequel, just about every aspect of the game has been improved, though some only subtly.

Graphically, your ship has

better animation, the worlds for the most part have remained gourand-shaded, and the structures have been texture mapped. The biggest change, however, is in the audio department. Yes, thanks to the power of CD, weird vibrations emit constantly from the speakers of your TV, enter your eardrum, and are translated by your brain into something the Atari calls

"music" is
no-ambient
blue head is back, say
words like "mapping"
manner.

objectives. There's lots of little Descent-like twists, such as switches on walls you can shoot to open doors, and very cool warp tunnels that take you to hidden locations.

complete with waving seaweed and a rippling effect that even changes the music.

Battlemorph certainly won't blow anyone away with its 3-D capabilities, but it has everything you liked about Cybermorph, to a much greater extent. There are more worlds, more ways to explore, more weapons, and more mission types. This one will definitely keep you busy for as long as it takes for another good Jag CD title to hit.

-Takuhi







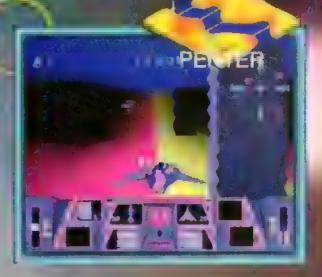
































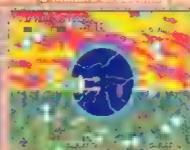




























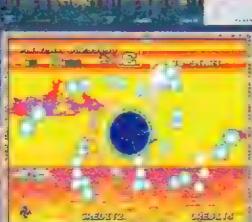






(dictured all over this layout), they just get madder.

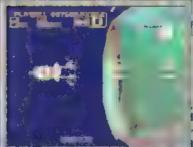
The beauty is that patterns can be mastered in each area. The game is totally do able for hard core shooters. It just lasts a good long time. Like forever You will play this game repeatedly if you like shooters. Also, as you can see,





































PEVELOPER - I

- Edizium

BOMAT - CD

OF PLAYERS -

DIFFICULTY - INTERNALIMATE

AVAILABLE - NOW JAPAN









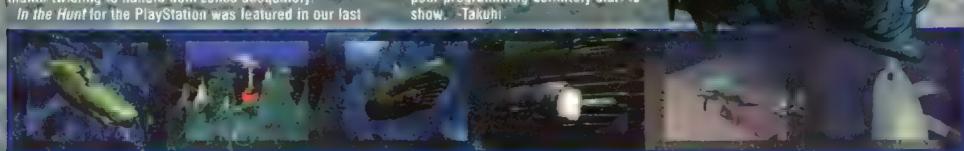
One of the many lost gems of the frem legacy, it's nice to see In the Hunt finally making the rounds on all the home systems. If you haven't played In the Hunt, you shouldn't assume from the shots that it's going to be another R-Type or Darius. In the Hunt really is a breed apart. The action is slow, but intense. An apparent contradiction, but you'll understand when you play the game. There's so much stuff coming at you, that the action has been intentionally slowed down to give you a second or two to think about it. In addition to that, you have to cope with enemies both above and below the waterline, and it'll take some serious thumb-twisting to handle both zones adequately.

In the Hunt for the PlayStation was leatured in our last

issue, and wins hands down when compared to this version. The Saturn version has an unfortunate excess of choppy slow down, erratic animalion on your ship, and no arranged soundtrack. In return for these tradeouts, all we get is a nice little EG intro... That's not a fair trade. If a Saturn's all you've got this certainly isn't a worthless title, but when compared to Darius Goiden and Layer Section (Galactic Attack), its age and poor programming definitely start to show. Takuhi



7 1 4















RVAOFER - KONAMI

FORMAT - CO

OF PLAYERS - 1

HETCHTY - INTERMEDIATE

AVAILABLE - NOW - JAPAL



TAKUH!
KONAMI, PLAYSTATION HARDWARE, AND A GREAT RPG CONCEPT. HOW CAN IT FAIL?

Oh, the joy! First there was Arc the Lad, which was a great RPG... for all 8 hours it lasted. Then there was Beyond the Beyond, a true conven-

GENSO & SUIKODE

incredibly dull and unoriginal I could barely take it for 4 hours. And then there was *Fujimaru* (shiver), but I don't even want to *talk* about that. But now, thanks to Konami, the PlayStation has its first epic

RPG, with plenty of length, plenty of originality, plenty of 32-bittedness, and the most enthralling quest I've played in a long time.

As the son of Tao MacDonald,

tional RPG with a long

quest, that was just so

As the son of Tao MacDonald, the military commander of the Red Moon Empire, you have a lot of expectations to fulfill. As the game begins, your father is sent off to battle, and you begin your service to the emperor, taking over some of your father's responsibilities. The experience proves to be an eye-opener, as you and your friends discover the empire's leader-

ship to be corrupt, immoral, and oppressive. When your close friend Ted is targeted by the empire because of a 300-year-old grudge, you must stand up to defend him, defying the empire and bringing shame upon your family. At that point, your only friends become the members of the underground revolutionary movement, and after a series of similar conflicts, you find yourself at the head of their army, scheming to overthrow the empire, even if it means going to war with the father you love and respect.

Now that is a storyline with teeth. To back up this powerful plot, the game has an army of supporting characters, many of whom have actual personalities, and emotions, and character development. Characters grow, mature, change, and even die (Odessa! Noooo!), and, in a rare twist, you, the player, actually care. Ah, the power of strong characters. It's a shame we see it so rarely.

The first part of the game is your standard RPG quest,

as you run errands for the emperor, and then the revolutionary army, meeting people and assembling party members. You can only have 6 at once at this point. But a few hours into the game, you come across the deserted, monster-infested tower was the rebel's army in days of old. If you can reclaim it, you'll have a place where you can assemble an entire army...

Up to 108 characters. Now your task is to set out in groups and look for society's discontents, in order to persuade them to join your cause. Once your army is assembled, you can go to war... And the battle

assembled, you can go to war... And the battle system changes to allow you to fight army to army.

Visually, Genso Suikoden is fairly impressive. The battles are cool, with lots of animation, a few awesome effects (spells are particularly impressive), and a variety of camera angles. The overhead map, towns and dungeons are a bit weak, though. There's almost no animation in the game's world, and there's little variety in the dungeon. It's certainly not bad, but it pales in comparison to Arc the Lad and Rayearth. Musically, however, the game is astounding. Its only peer is Arc the Lad's stunning soundtrack. Typical Konami.

We got Genso at the last minute, so I haven't had time to play it for more than 5 or 6 hours. But what I've seen so far is impressive: good graphics, great music, a spectacular storyline, and an army of characters worth caring about. Ah, Konami... If only you made RPG's more than once every 3 years... -Takuhi











On your quest you'll find a number of sealed orbs, each bearing the crest of one of the 27 (!) types of magic. An attendant at a magic shop will bind the contents of these orbs to a

character you choose, and they will start accumulating the spells for that magical class. Each class has about 4 spells, and instead of MP, you can cast each spell a limited number of times, depending on your

level, until you rest and regain them. Fragments of these crests can also be found, and weaponsmiths will forge these onto your weapons to give you the benefit of that magic.





Genso eliminates the tedium of turn-based combat by having all the participants in the battles act at once. Give them your commands at the beginning of the turn, and they'll carry them out simultaneously, and at lightning speed. Strategic etements include a variety of spells and attacks that require more than one person, a la Chrono Trigger.







When the game begins, you can have only 6 characters in your party at any one time. But when your headquarters is established, you'll

have a place to store all 108 of them. You can stop in at any time to get fresh party members, pick up a new vehicle, and see the stats on your army. As your ranks grow, more floors of the tower are refurbished,

and if you
g e t
Sergei, he'll
even build you
an elevator.
N i c e .











VAMPIRE HUNTER RELEASES THIS FEB. IN JAPAN AND WILL HOPE-FULLY MAKE A BRAVE ATTEMPT AT MIMICKING THE COIN-OP'S AMAZING ANIMATION.







STREET FIGHTER ALPHA
WE'LL PREVIEW THE SATURN
VERSION OF SF ALPHA IN NEXT
MONTH'S ISSUE. AS YOU'LL
SEE ON PGS 24825, THE COMPETITION IS FIERCE. TUNE IN
AND SEE WHICH VERSION
REIGNS SUPREME.





AGOON 2 I CAN INC. THE SECUEL TO PANZER DRAGOON, PANZER AGOON 2 I CAN INC. THE OFFSPRING OF THE DRAGON IN PART 1 AND MATURES WITH YOU THROUGHOUT THE GAILET I'LL I SEP YOU UPDATED ON PD2 IN THE MONTH'S AHEAD.













CLIMAX'S ULTIMATE ISOMETRIC ADVENTURE DARK SAVIOR HAS BEEN DELAYED AND WILL NOW APPEAR SOMETIME 1ST D. '96. CASEY AND NICK HAD A CHANCE TO PLAY DS AND BOTH AGREE THAT THE 3-D IS THE BEST WE'VE SEEN ON THE SATURN YET. MUCH TO OUR DISMAY, A US VERSION HAS NOT BEEN ANNOUNCED. I'M QUITE SURE HOWEVER THAT SOA IS SIMPLY KEEPING IT UNDER WRAPS. THE US SATURN NEEDS THIS GAME!







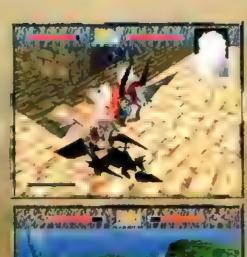
GAME ARTS' SATURN REMAKE OF THE ORIGINAL LUNAR WILL BE COMING TO THE U.S. VIA WORK-ING DESIGNS. THE GAME IS DUE OUT (JAPAN) APR/MAY. A U.S. RELEASE SHOULDN'T BE FAR BEHIND!

















impressive display of clashing polygons. The characters themselves range from the slow and strong, to the



fast and weak with a variety thereof in letween. Each is piloted by a human bearing the characteristics of their respective insectuous/animalistic vehicle. The game is quite balanced, except for the close range killer crab Jex piloted by Kusun, who simply applibilates all some by Kuryu, who simply annihilates all com-

































ers with his fierce clasp and throw, which is one of the many visual high points in Reverthion. If you want to race through and light the main boss Kuryu will get you there in a hurry. Along with all of this texture-mapped splendor, the game features three modes of play (including a hi-res split screen vs. mode), a beautiful CG intro, and a memorable soundtrack. The only negative in the equation is Rev's simple play mechanics and subsequent lack of death. You want he doing any sembals or two-in-





depth. You wen't be doing any combo's or two-in-

ones here. For their first true endeavor in to the competitive world of 3-D polygon gaming I'd have to say that Technosoft has nearly redeemed themselves. Of course, to complete the healing process I'll need a 32-bit version of Thunder Force. - E. Storm





SCE's answer to *Virtua Cop* is coming Dec. 29th, and as usual they've spent a *lot* of money on their rip-off, with characters by Masamune Shirow of Appleseed fame, a gun by Konami, and animation by a famous studio.





PLAYSTADIUM bu

Banpresto is aiming at creating a series of PlayStation baseball games along the lines of Namco's FamilyStadium on Nintendo systems. PlayStadium is 100% polygon-based and is out in February.



The two most popular chick lighting games on the Japanese PC-98XX series are coming to your PS, in March and on February 23rd, respectively. Both add new features, like cinemas, line-scrolls, etc.

POLICENALITS from KONAMI
Policenavis, the popular PC-0021 and 3D0 sequel to the mine by Spatisher will make to way to the PS on January 1941. The graphics compilitiely retouched for the PS version, new which have been added, and perigonal driving a making scanes have been added. We you a review of Policenauts next issue.













IDEWINDER by Asmil Asmik's first PlayStation title is the Air Combat-esque Sidewinder. due in January. This one uses the link-up cable and Sony's new analog flight stick. We'll review Sidewinder next month.

FIREFLY by PIONEER LOC

Pioneer is planning on melding *Jumping Flash* with a puzzle game and a shooter for release early next spring, and the result is the happy fairy game Firelly.



ALIEN TRILDEY from Acclaim

With the latest Aliens movie, Alien Ressurection, where Ripley is cloned via DNA (charges DNA) in the works, and a new high powered corridor game on the way, it looks like the greatest science siction adventure of all time will remain alive and well (despite the horrid 3rd movie) in the nineties. Alien Trilogy, based for the most part on the entire film series, looks like it has a chance to become the biggest thing since Boom in the world of 3-D gaming. What I find most promising is the amount of time Acclaim is allowing Probe to make Trilogy all that it can be. If all goes well, we'll have an actual preview of AT real soon. Wow! That means you'll finally get to see good screen shots... these slides really sucked. But they're better than the ones in...











the Vitimate over \$20,000 pp. Gaming Rig!! **IN PRIZES!**



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In the fature. There will be four more puzzles at \$2.00 each and one tie-breaker at \$1.00 which will be sent to you by mail. You will have 3 weeks to solve each puzzle. We don't know how many will play but typically 55% will have the highest score possible score to Phase I, 43% to Phase II, 36% to Phase III, and 32% to Phase IV. The tie-breaker determines the winner. If players are still tied they will split the value of the grand prize they are playing for.

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mystery			E				Ť
Word	P	I	N	C	Н	W	Ř
: Grid		R					w
	S						RD

WORD LIST and LETTER CODE chart

PINCHW	PRESSK	BLASTA	WRECKD
BREAKZ	PUNCHS	SPRAYC	TURBOV
STOMPT	STANDR	PRESSE	DREAMO
CRUSH	SCOREH	SLANTL	CHASEP

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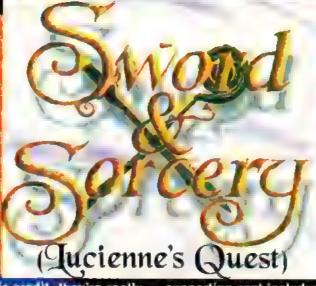
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3 D O

MICROCABIN DEVELOPER

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FORMAL CD

OF PLAYERS - 1

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AKUNI real 300 RPG, and one

I have to give Panasonic credit, they're really the only hardware manufacturer who can brag that they've domestically released nearly every good Japanese game for their system. And since they brought us Guardian War. Microcabin's first 300 game, I think there's an excellent chance that they'll bring us Sword & Sorcery, Microcabin's newest and most impressive game yet.

Yee, this is Microcabin's 3rd attempt in the 3-D RPG field (their 2nd being Saturn's Rigiord Saga/Mystaria), and probably their best. Unlike the drastic 3-D angles fliglord employed. Sword & Sorcery has a simple-but-impressive clean 3-D look. I can't believe how much attention PlayStation's Beyond the Beyond got for its cheap little 3-D overworld. when Sword & Sorcery beat it out by 2 months and had the entire game in the same style, including towns and dungeons. While the frame rate kind of hurts, the effects are of nearly Beyond the Beyond quality (as if that says a lot), pretty impressive considering that this is the 300 (home to 3 trame-per-second BC Racers) we're talking about.

It Powers Kingdom taught Microcabin any-thing, it was that people like a little story in their RPG's. After a good but cliché-ridden attempt at a storyline in Riglard, Microcabin fiscided against an overty dramatic save-the-world kind of story, and came up with a light, refreshing little quest.

You play Lucienne, a giggly young lady with a lot of magic power but not too much common sense. Her master, the greatest mage in the land, left on an assignment of great importance, entrusting the tower to Lucienne. When Elgort, a man transformed into a werewolf, comes seeking Lucienne's master for a cure, bored Lucienne takes the quest herself, and a series of adventures ensue. Instead of the usual mage-fighter-thief party members, your

supporting cast includes a charmingly weird selection of non-human species, including a Molebear, Golem, and winged Lizardman.

Unlike their previous two releases, Sword & Sorcery is a real RPG, and is the first Microcabin game that's been able to hold my interest the whole way through. The battles are well done, with lots of cool spells and techniques, and a bit of strategy in dealing with obstacles. And since the battles occur only in set locations, they never become so excessively frequent that you're afraid to explore the dungeons.

The music is, as in *Powers Kingdom* and *Riglord*, masterful. Believe it or not, all three

were done by different composers... I think the Japanese government should raid Microcabin's offices and force them to redistribute their extra musicians to other needy companies (cough, cough, CLIMAX, cough)...
No company should have that much genius under one roof. Fortunately, Microcabin is finally releasing soundtracks, and Sword & Sorcery's is definitely a must have.

One warning for those of you who don't intend to hope and wait for a US translation:

This is one of the lew Japanese 300 games that requires the Kanji Buffer RAM that is found only in Japanese 3DO systems. So if you bought your 3DO on this side of the

Pacific, you're out of luck.

Sword & Sorcery is a light, cute (but not childish) game that may not appeal to lans of the usual ham-fisted drama. But if you want a charming, well-designed, visually impres-sive and musically-stunning RPG on your 3DO, write to Panasonic and

hope for the best. -Takuhi Or don't! More minutes before this page went to press, we got the word from Panasonic... It's coming here, it's gonna be called

Lucienne's Quest, and it'll be
out round the time you read this. I
knew Panasonic wouldn't

let us down!

















Jucienne has a Visitor...



Head south from the castle, until you get to the signpost. From there, northwest will take you to a small mining town where you can get weapons, or keep heading southeast for Papachop.

Elgort's fellow townspeople were slaughtered by were-wolfs, and now Elgort's been turned into one as well. He's not happy about his, and comes to Lucienne's master for help. Instead, he gets Lucienne, and the two set off on a quest to save him.



Next, to Babachop

To get to Miradore, the land of the wolfpeople (how PC of me_.), you must go through the Chichibora cave. But there's no getting through there without involving your self in the war between the Molebears and the Ogres.

Molebears and the Ogres.
Help the Molebear leader with his wounds, and he'll loan you his cowardly son, Miminaga, and send you to take care of the Ogres that guard the cave.

Miminaga has a powerful earthquake attack, and his bow can hit two enemies at once, so always aim towards the back row.





Chichibora Cave The direct route to Miradore is blocked by stalagmittee that can only be destroyed with the Ogre leader's bludgeon. To get to him, you'll need a pickaxe or club from the weapon shop in Babachop, to smash the obstacles in your way. Before you fight him, make sure you get the Tsuchi no Mashin in the chest outside his cave! This item can be used as often as you'd like, provided whoever uses it has the 100MP to spare. Since Elgort and Minimaga have

nothing else to spend theirs on, they should take advantage of the opportunity. After his defeat, Miminaga will join you on your quest to Miradow, new that he's past his cowardice.













After a hostile reception at the town gates, Elgort confronts the werewolf leader. She claims that she turned him into a wolf to save his life, as he was dying when he found her. Although she claims she did not attack his town, she admits her people have been invading other towns. They have no choice, she explains, as a mysterious assailant named the Black Warrior had taken their children hostage, and were using that to force the wolfpeople to comply.

Elgort is not impressed by her stories or her affection towards him, but reluctantly agrees to help save the werewolf children in order to save other towns like his.



Wilderness





Although the Black Warrior is now dead, he was not alone. Lucienne, excited to have defeated one of the 3 great warriors of evil, begs Mirminaga and Elgort to join her as she embarks on a quest to destroy the other two. Elgort declines the wolfpeople's invitation to transform him back to human, in order to accompany you, and the leader of the werewolves gives you a spell that lets you summon a golem as your 4th party member. Head east to the desert town called "Wilderness," for your true quest

has just begun.









SPORTS SERIES

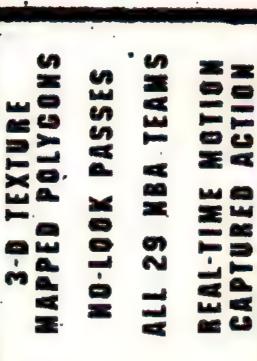
NBA







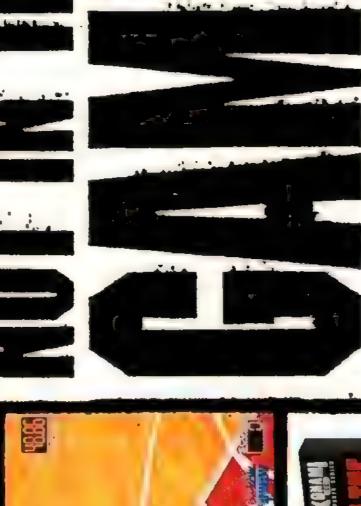




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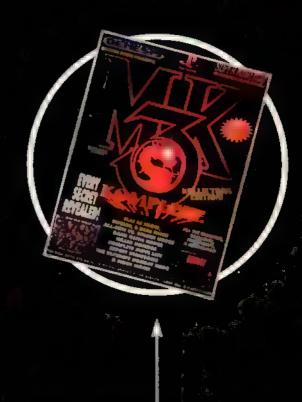
This baby is so hot we had to code name it #2, just

to keep the competition off our backs. The brass

at GameFan Books has sworn us to secrecy so all

we can tell you is it's big, it's bad, and it will make

you the toughest video game player on the block.



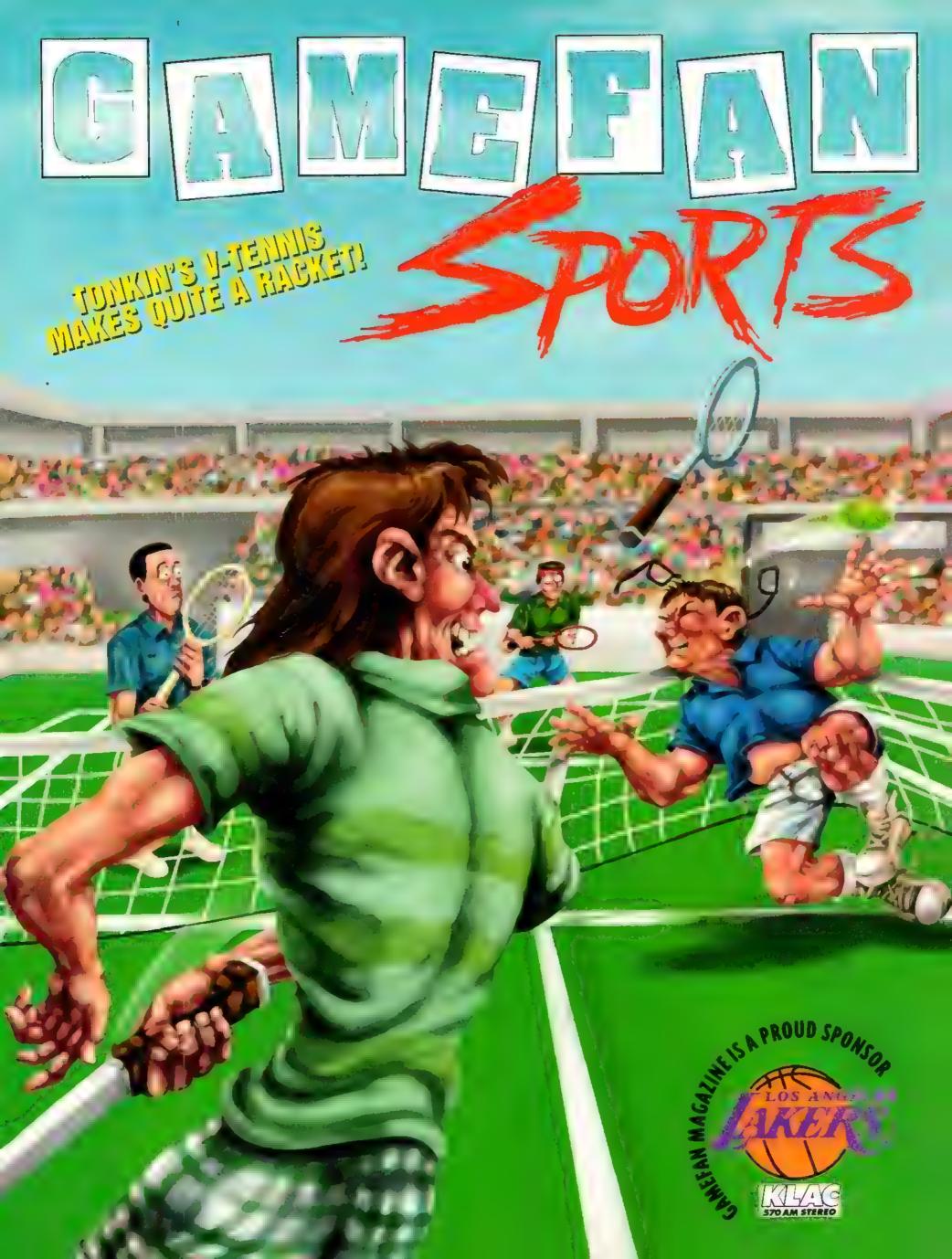
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Super Tennis defined the word "addictive," and the tennis masters at Tonkin House have kicked butt again. This is the best-playing tennis game of all time, destroying every-thing in its path with nine viewpoints plus the ability to edit views. Don't even stop to think, just buy *V-Tennis* and experience what it feels like to be "Wagassi."

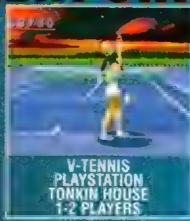
GCPMO

I really wanted to like this game (and I do), but it came up just a bit short. It's not the graphics... very nice texture-mapped polys. It's the gameplay. The controls are way too touchy, and the feel is a bit off. Still, a recommended addition to your Saturn sports library. The music is death, by the way, hit mute.

GCPMO

I'm not as much of a soccer enthusiast, but this is definitely a quality title. The animation is nice (but a bit framey), the screen move-ment is generally smooth (but a bit choppy), the soccer play mechanics are EA solid .. Not up to the 3DO version but quite good

GCPMO







C C 🗭 🔛 🖸 (a) (b) (b) (c)

V-Tennis is clearly the choice among the two, but Virtual Open Tennis is a reasonably good game. Virtual Open plays fairly well with an amazing waterly of shots plus dashing, but the designers went a bit overbarro on the reason. Accelerating and turning are a bit frustrating. The texture mapped polys are give and there are many modes of play, but the music is pretty unbearable. Worth playing, but I know better will come along for the Saturn.

GCPMC

300 Fiffi was so outstanding that expected even more on the Saturn but somehow I got less. The Saturn edition for whatever reason) samply doesn't match the 300, in the movement of the screen or the frame rate of the player animation. However, FIFA is stall 2 separa succer game in every respect. There are many camera angles, seemingly never enting leadures, solid control, and depend sound FX (although the anappacer's twisted).

(a)

DINK WHICH

Comellen Shorts Bu

We've got an in-depth FIFA Saturn review this issue, and the PS version just didn't fil... So here's a quick peek. This game is in all aspects identical to the Saturn version, right down to the amazing FMV, solid gameplay and control, and amazing number of leagues and teams to choose from. I still don't get

why these versions aren't close to the 3DO. Oh well... still an amazing game.











onto the 32-bit scene with its entire line-up, but the competition in the sports arena has increased exponentially. With games like NFL Gameday and NFL Full Contact

in the sports arena has increased exponentially. With games like NFL Gameday and NFL Full Contact 96, the 32-bit sports war with the biggest ever, and I can definitely say the winner will be you. However, with FIFA '96 for Saturn and PS, I can definitely say that EA's worst enemy is itself. You see; the problem is FIFA for 300 was, is, and for quite some time in the future could stand as, the teni, but seeing as how many Saturn owners skipped the 300. I will set this aside for now.

Turning could also have been smoother, it's just a little too deliberate.

The sound in FIFA is definitely average. Not much is remarkable, but transition from phrases to player names (fake by the way), the player names sound as if they were then

transition from phrases to player names (take by the way), the player names sound as if they were often recorded at completely different pitches from the action statements, which translates into noticeably choppy commentary.

FIFA 96 will definitely keep anyone who buys it busy, because there are countless leagues from around the world to play in, plus various gameplay modes. The FMV CG stuff in this game is some at the best I've seen, but that is pretty irrelevant to the actual game. Bottom line, worth playing, but either Sena's Worldwide. line: worth playing, but either Sega's Worldwide

Soccer for Saturn or the previously-mentioned 3DO FIFA

would be money better spent. -Cal Cavalier







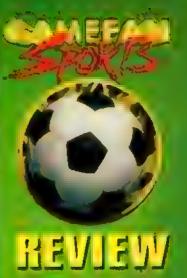














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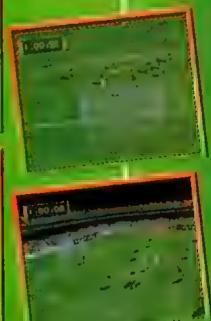
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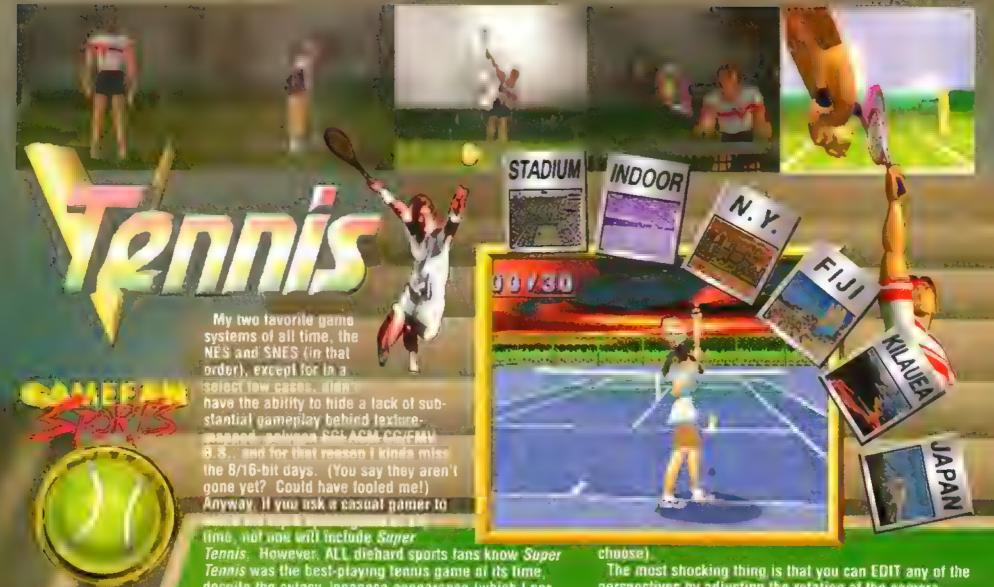
OF PLAYERS - 1-4

INFFIGULTY ADJUSTABLE

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PlayStation

PLAYERS 12

IFFICULTY - ADJUSTABLE

BIL MOW TEDIN



CAL CAVALIER THE NEW KING OF TENNIS GAMES.

despite the cutesy Japanese appearance (which I per-

sonally liked).

So, the GameFan office was brimming with anticipation for the next tennis game from Tonkin House, creator of Super Tennis. Well, V-Tennis dropped the cabbage patch kids in favor of a more pradictable texture-mapped polygon, take-pros look. But without a doubt, the superbly playable feel of *Super Tennis* has been captured upgraded, redone, and quite optimized for the PlayStation.

First, I must discuss the insignificant details that matter more than any non-tennis fan realizes. In V-rennis, you ARE playing tennis. Don't believe me? Try out these two literally extraordinary details for size: To decide service at the beginning of the match you SPIN A RACQUET, and after a point, in addition to the many predictable animations you've either seen before or could have anticipated, the geniuses at Tonkin included the losing player ADJUSTING THE STRINGS ON HIS RACQUET

Now that tennis fans have recovered from their double cardiac arrest. I will discuss th

ate. There are nine unique different camera angles, and yes, ALL of them are playable. However, I would consider some just fairly playable and others PERFECTLY playable, but each to his own. The main point is, this is not one of those 3-0 tennis games that scrolls you off the screen at times, or forces an unbalanced match because the near side is much more playable than the far side (depending, of course, on the perspective you

perspectives by adjusting the rotation of the camera angle and its distance from the court, and then play from a newly-adjusted version of one of the pre-set nine

Many tennis games suffer from a lack of variety, but not this one. There are four different surfaces (hard, clay, grass, and carpet), with all the realism and varied gameplay afforded by the physics of the surfaces. There are 16 total characters to choose from, and they even have the same phony names so you can identify with them ("IVegacy" instead of "Agassi"). But, best of all, there are seven different settings (ranging from stadium index. In different settings), and this adds SIGMED to indoor to different countries), and this adds SIGNIFI-CANT variety to the graphic images... the backdrops are fully rendered

The music surprisingly is also very impressive, for a is game. The announcer is entertaining, and there are some again extraordinarily realistic

effects, such as the horn for shots that travel
out on certain courts
Gameplay-wise, other tennis games have
failed because they try to be too realistic and
ry simple shot is a challenge (such as Power

true in Super Tennis, and fortunately this is also not the case with V-Tennis. The game has just the right blend of realistic challenge and video game playability, and a huge variety of shots plus dashing can be executed with the PS controller. I wish that dives were a hit more under your control, but I won't nit pick near-perfection. To my knowledge, No U.S. co. has picked up VT... yet. If it doesn't surface soon I strongly recom-









































mend that you pick the import. V-Tennis is the current pinnacle of tennis games, and seeing as how Super Tennis is still the pinnacle of 16-bit tennis and it was released back in '91, you might well be wise to grab this one sooner rather than later.

-Cal Cavalier





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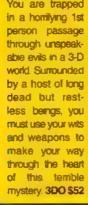


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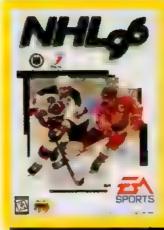




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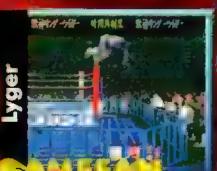
























THE STALKER

I've been a loyal fan of the New Japan Pro Wrestling group out of Tokyo, Japan for the last ten years. During that time, NJPW spawned three Super Famicom games, and one PC-Engine Arcade Card game. Much to my horror, all of these games were weak at best (by any wrestling gamer's

That's all behind us, as now we have the first 32-bit taste of NJPW wrestling

Toukon Retsuden is without a doubt the most graphically intense, perfectly realistic wrestling game ever conceived. Besides the obvious beauty visible in still shots, the player will see that the wrestiers are unbe-lievably well animated and responsive. Every featured wrestler has his own host of signature moves, and to my astonishment, his own range of personal quirks, mannerisms and movements. The wrestlers play to the crowds, breathe heavily when knocked down, flail around in pain and do everything else a real wrestler does when in a real match. All of the top twelve names in NJPW are represented here in all their glory, each rendered in excellent detail.

You can enter one or two player competition in a G1 round-robin tournament or quest for the IWGP (International Wrestling Grand Prix) Championship, and save your progress along the way. You can even save your best matches to memory and replay them (from any angle) exactly as they happened. One can toggle between any of four camera angles at the touch of a button and even choose between "normal" camera mode or a more panoramic "second floor" view. There's just an astounding amount of realism to this game.

Toukon Retsuden's astoundingly perfect control is what ultimately made me decide it's the greatest wrestling game ever. Instead of using the traditional lock-and-struggle wrestling gameplay engine, this game gives the players complete control over their actions. Different buttons are used for different techniques, and the player always has many choices in which maneuver to use



next. Using the directional pad in conjunction with the buttons will yield various results. You can also per-form different attacks based on where you are in relation to an opponent. There's no end to the number of moves and maneuvers you can do once you've learned how to control your character. Real wrestlers, real con-

trol, and real moves. You uself a wrestling fan without owning this game. Pve never seen a video game as close to the 'real lite"

that it's ba as tais. Toulin Reisuden is guite easily, the best wrestling game ever. Next month banefully. we'll have more space to spare to show you move of this incredible



game. The Stalker



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GREAT MOVIE GREAT GAME!

Last month we reviewed Toy Story for the Genesis

Last month we reviewed Toy Story for the Genesis and were blown away by the unbelievable visuals and the pure diversity of the levels. Now the SNES version has arrived and again, I marvel at the sights and sounds of Disney Interactive's CG game. Before I go on about the graphics in Toy Story (and believe me, they are great) there is one thing I must address. As a Genesis game, TS's graphics are revolutionary, eclipsing any other game on the system you care to name. As a SNES game, however, the competition is a bit stiffer, with games like DKC, DKC 2,

like DKC, DKC 2, and Super Mario RPG sporting the best CG graphics in the history of the 16-bit console. With that out of the way, I still feel Toy Story has some of the best graphics I've ever seen on this system (save those 3 Nintendo powerhouses, of course). Almost every level has a cool, Clockwork Knight-style line-scrolling effect on the floor and objects in the background (toy horses, furniture, and the like). The levels that aren't side-scrolling feature some cool visuals as well (the Doom-ish 3-D sequences and the Super Mario Kartlike driving scene).

In the audio department, things are also very impressive, but not to the extent of the graphics.

and even the voice is directly sampled from the motion picture (you'll hear Buzz say, "To infinity, and beyond!" and the toy soldier captain yells,

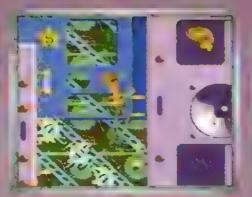


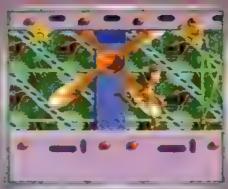
















THE COLUMN COLUMN COLUMN





























SNK's new Neo-Geo themepark opens on December 23rd, and features rides, restaurants, karaoke and bowling in addition to many, many Neo units. Think of how cool it would be to have game theme parks in the US

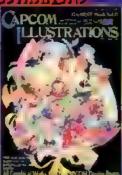
Check out these game toys... just a minuscule sample of all the joy avaluable in Japan. You can get anything from stuffed Mogs and Chocobon from Final Fantasy to the Donkey Kong on the left. Unfortunately, such premium joy-items don't come cheap: The DarkStalkers characters below cost 9800 Yen each, or about \$100, Ellis from Toshinden on the left is 7800 Yen (\$80), and Donkey Kong is 6000 (\$60). You may be able to find a Japanese toy store in your area that



store in your area that can special order these and for that reason here are the malters of each product: Ellis is by Takara, the *DarkStalkers* are by Medicom and DK s by Estona

I've believed for many years that

Capcom has THE most talented artists in the industry, and this book proves it. Go to your local Japanese bookstore and special order it. The publisher is Shinseisha.



No. It is not because the It's the 4-Meg Lunar: The Strolling School, a side story to Lunar on the constantly floating island of layne which "strolls" read domly animal means of Lunar. You play as two new students in the





layne Magic Guild, En and Lena. The game system is entirely Lunar, but the battles are now first-person. Lunar is out January 12th... look for cover age in our next issue

his of 11/24, the PlayStation's Japanese retail price is 24800 Yea, about \$250. This was probably to counter Nintendo's Nintendo64 announcement. Sega immediately retaliated with a cash-back campaign that requires you to buy a Saturn at full retail price. When you buy your system, you are given a mail-away coupon redeemable for 5000 Yen.

Game Arts, the maker of the *Lunar* series of games, has announced that the entire staff of *Lunar*: Eternal Blue is working on an original Satural RPG. Game Arts has stated that this new project is not a *Lunar* game.

Namco has announced that they are currently porting their popular arcade titles Rave Racer, Air Combat 22, and Tekken 2 for a PC polygon accelerator board by NEC. These games will run under Windows '95 and are due out in May. The board itself is due in March.

Virtua Fighter has been officially announced by Sega W. Sega Gear. No kidding! VF has no release date.

The Neo-Geo game you see here is Shin Oh Ken, or Fist of the Pheonix God, by Saurus. The first in what is sure to be a gamut of Killer instinct inspired rendered righters. Shin Oh Ken combines Night Warriors' chain combo system with X-Men's super jumps. What I don't understand is where Saurus, a third party that until now has ported Neo games to 16-bit systems, obtained this CG power. Shin Oh Ken has no release date

Oh boy! The fifth Fatal Fury game is almost here. This is basically Fatal 3 with new trackgrounds, Duck King, Kim Kaphwan and Billy Kane There are naw features like ... uh ... ring outs. Another interesting aspect of Real Bout is SNK's announce ment that this will be Geese's last











AM2 seems to be getting fruitier and fruitier: first Fighting Vipers and now Fighting Sonic. FS is extremely early, and has only two complete characters. The gameplay is supposed to be identified by the ability to characters. The gameplay is supposed to be ide tical to Vipers, but you will now have the ability to bounce off the ropes to perform spin attacks. The Model 2-powered Sonic has no release date yet. Characters that will supposedly be in the final game are Amy Rea, D. Robotnik, Knuckus, Metal Sonic Super Sonic and, of course, new fighters. We'll bring you more as information develops!





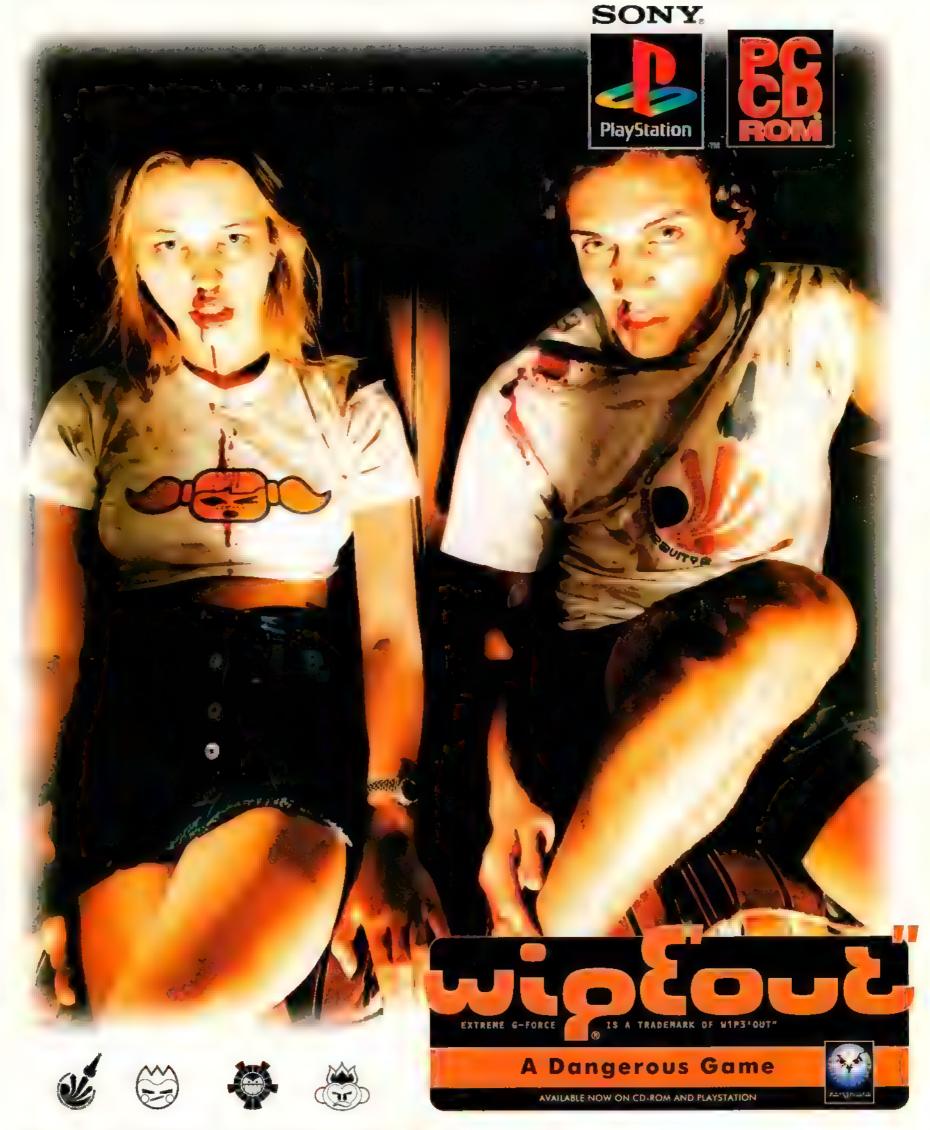












"This is the single best racing game ever" -- Game Players 96%

"More flash and substance than most games were ever meant to have" - Next Generation 5/5

"Best home racing game ever" - Die Hard Game Fan 93%

"Will Leave you drenched in sweat and grinning" - Game Pro

"The best reason to own a Playstation" - Ultimate Gamer 9/10









DEVELOPER - CHUM SOFT

PUBLISHER - CHUN SOFT

FORMAT - 24 MEG CART

OF PLAYERS - 1

DIFFICULTY - INTERMEDIATE

ANAILABLE - NOW JAPAN



Mah ta incya jibla bu a nusa //























You probably know *The Secret of Blue Water* better as *Nadia*, the name under which it was released here a few years ago. Now, as the first Streamline release in a long time, Nadia and Jean are back in affordably priced, well-dubbed 4 episode sets.

Nadia is a late-80's Japanese TV series that enjoyed great popularity and became an instant classic. Although it's primarily for children, serious anime fans won't find it as preachy or ridiculous as American cartoons... Like last year's big child-oriented success, My Neighbor Totoro, Nadia is free of all the archaic ideals and ham-fisted morals most Americans are used to. Instead we get a believable world, filled with emotionally deep characters that must cope with many of the harsher aspects of life that Disney prefers to sweep under the rug.

Although basically light-hearted and fun, there are elements of tragedy and depth that give Nadia an unexpectedly serious undertone.

The series is a chronicle of the adventures of Jean, a young French inventor, and Nadia, a mysterious young woman of unknown origins. As they attempt to escape a trio of bumbling fiends who want Nadia's amulet, they end up far away from Jean's native France, and in a constant string adventures. The setting is late 19th-century Europe, and the cute accents and archaic inventions give the series a charmingly original mood.

At only 15 bucks for 4 episodes, everyone can and should give *The Secret of Blue Water* a chance.

94 minutes (4 episodes), fine for all ages. \$14.95, dubbed. By Streamline/Orion, Volumes 1 & 2 available January 10th.



















The latest from manga god Yuzo Takada (creator of 3x3 Eyes and All Purpose Cultural Cat Girl Nuku Nuku), Blue Seed is finally coming to the states this February.

Our heroine, Momiji, is in serious trouble. She's the unknown twin sister of the heir to a famous Japanese mythological figure, and all of a sudden everyone wants a piece of her. Her school's being taken over by a gigantic, many-tentacled tree, and the only one who can save her is sort-of-hero Mamoru Kusanagi, who actually just wants to kill her himself. Worst of all, she's drawn by Yuzo Takada, who has a serious panty fetish, so she has to deal with being partially exposed in nearly every frame of the 2-part pilot. Her only chance is to join the Japanese government agency that's responsible

for such things (the ones that coordinate the defense whenever Gamera attacks, I suppose), and fight back in whatever capacity they'll let her.

For a TV show, the animation quality on the pilot is astounding, although it slips a bit in later episodes. Fortunately, the soundtrack is great the whole way through, and Takada's eccentric supporting cast never really gets old. Definitely a series to watch for.

60 minutes (2 episodes), some parental guidance suggested.

Price unknown, dubbed or subtitled.
By AD Vision, Volume 1 available Feb.





There are two exciting Devil Hunter Yohko-related events this issue. On the left, we have Devil Hunter Yohko 6, the first of the new style episodes that is actually worth watching. I loved DHY, but after the ultra-cheese, ultra-cheap, presented-by-absolutely-no-one-who-had-anything-to-do-with-the-original sequels, I rapidly lost interest.

Another victim of the *Project A-Ko* syndrome.

But the series has been pulling up in quality, and after a not-so-bad part 5, 1 found myself actually impressed by part 6. The animation quality was excellent, and they managed to retain more of the humor from the original, without reverting to the just-plain silliness of 2 and 3.

just-plain silliness of 2 and 3.
In this episode, Yohko meets
Ayako, her whip-wielding cousin,
from a branch of the family that
believes they should be the true
devil hunters. In her quest to
destroy her cousin, she accidentally frees a sinister demon, thoroughly ruining Yohko's day.

Every frame of Ayako and Yohko is pure beauty, and the final confrontation with the demon was especially well done. Let's hope this trend continues.

45 minutes, parental guidance suggested. \$29.95, subtitled. By AD Vision, available now. If you're not yet familiar with the *Devil Hunter Yohko* series, you're about to get a second chance. AD Vision is releasing a dubbed, special edition of the classic *Devil Hunter Yohko*, featuring new footage and a special low price.

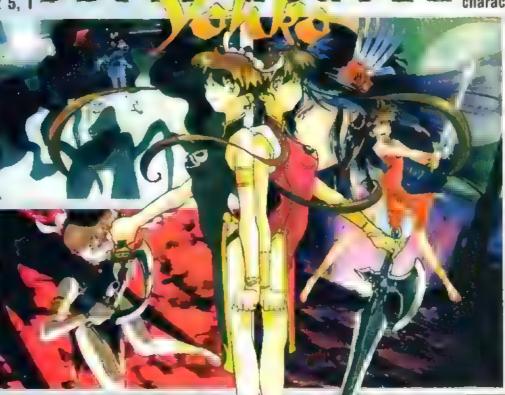
The new footage is around 12 minutes that was cut from both the

original American and Japanese releases. No whole scenes were cut, but there's a lot more dialogue and character-building this time around.

haven't heard the dubbing yet, but it's too bad that there's no subtitle version of the rerelease planned. After all, you can never have too many versions of a classic.

Yohko mixes demonic warfare with some fairly risque humor, all of it excellently animated. Though many elements of it have long since become cliche, Yohko is one of the best in its class, and its premiere was by far the best in the series.

50 minutes, parental guidance suggested. \$19.95, dubbed. By AD Vision, available Jan.





Ki 2 will hit arcades across the country by the end of January. The game has 11 char-acters (10 playable and one boss). Only seven of the original lighters made it to the sequel (Jago, Glacius, Orchid, TJ Combo, Sabrewull, Spinal, and Fulgore). The 4 new characters are: Kim Wu (a mar-tial artist), Maya (a Mayan warrior), Tusk (a Barbarian), and an all-new final boss (not Eyedol). The 12 backgrounds are allnew, and there are rumors of up to three

As for gameplay, the combo engine has now been enhanced. Each character is capable of doing (technically) 1 million combos, including big KI-style combos and more traditional SF-style combos. No Mercies (fatalities) are completely gone, replaced by a multitude of Ultimate combos where you finish the enemy during game play. There are also now Super moves: each character has FIVE Supers moves; each character has FIVE Supers

plus possible hidden Supers. Another big addition are throws and throw combos Stay tuned for an immense blowout on this Ultra sequel very soon! (P.S. XI 2 should be making its way to the Ultra 64 at the time of its U.S. launch or soon thereafter, stay tuned!)

Well, it's official: the Ultra 64's U.S. launch has been delayed yet again due to manufacturing constraints. The date is currently approximated at sometime between May and August of 96. The April 21st Japanese date has not changed.

On December 14th in Japan, Nintendo held a development conference for the Nintendo64 (Ultra 64) to solicit third-party support. According to sources, some 65-developers who attended (including Capcom, Konami, Warp, Enix, and Namco) intend to sign on.

Konami has confirmed that Contra for PlayStation and Saturn is well into development, and will be released in the summer of '96 for both systems. The latest on Castlevania is that the US Saturn version is now cancelled, and the PlayStation edition is about 20% done. The game will hit Japan in May and the U.S. in October. Also in development from Konami is a new 3-D fluthling game for the PlayStation that will mix 3-D graphics with Street Fighter game.

Sometimes we just have to speak out against injustices in this industry. Sega of America has been perpetuating the myth that its in house developers have been in some way responsible for the content of Japanese-designed games such as Ciockwork Knight 2. In the U.S. manuals of games such as Sega Rally, not ONE

Japanese developer is listed in the credits. Second, in a recent interview conducted by another publication Away Team members made comments that would lead readers to believe they created or were in some way responsible for the creative direction of these games. We are here to clarify this

giant misconception.
In the case of Japanese-developed games,
the Away Team/Sega of America (or any
other U.S. publisher of Japanese games,
for that matter) does the following things: 1) translates the text, 2) suggests extremely minor changes such as making bosses/lev-els more difficult, 3) invariably creates hor-rendous, degraving hox art, and 4) once in a while, censors anything that would be inappropriate to the U.S. market."
Developing is a thankless job as it is. The real heroes seldom get the credit that is due them.















TEMBORUS BY SCAVELLER Choose to play a man or a women in a game combining real time 3-D graphics with fully rotating, rendered, texture mapped environments. All shadows and lights are ray-traced on the textures to give each scene a realistic look. The characters are built as 3-D models, then motion captured for the ultimate effect. This amazing third person game uses an engine that alone took a year to develop! We'll have more *Terminus* news next month, including the twisted slury and ingenious game scenarios. How 'bout that rendered beauty for an action character? Wait 'til you see *Terminus*.

SINGLETRAC PLANNING TO **DEVELOP NU64 GAMES**

SingleTrac Entertainment Technologies, Inc., recently announced that they will be developing software for the Saturn, Windows '95 and the Nintendo Ultra 64. Based in Salt Lake City, Utah, SingleTrac developed Twisted Metal and Warhawk for the Sony PlayStation. According to Todd Kelly, chief financial officer, "SingleTrac's evolution as an entertainment provider will be evident as we move toward the publisher role and take advantage of opportunities in the outof-home market. Our strategic relationships in distribution and technology will accelerate our growth and leverage our strengths."



SingleTrac's Warhawk for the PlayStation

PARADIGM SIMULATION TO MAKE PILOTWINGS 64

Paradigm Simulations, Inc. is currently developing Pilotwings 64 for release on the Nintendo 64. The original blockbuster hit was created by Shigeru Miyamoto for the SNES. This fully interactive 3-D game includes several aircraft and characters to choose from, as well as first and third person

views, lush landscapes, and variable skill levels.

ACCLAIM LAUNCHES 50 TITLES WITH A \$10 MILLION MARKET-ING CAMPAIGN

Acclaim Entertainment, Inc. will launch more than 50 titles this holiday season with a \$10 million marketing campaign, which will include broadcast commercials, print advertising, radio promotions, cross-promotions with on-line services, and direct marketing. The president of Acclaim, Robert Holmes, says, "With games covering every genre from sports simulations and arcade translations to movie adaptations across all the new 32-bit formats, PC and 16-bit systems, we believe this will be a successful holiday selling season for Acclaim and the industry."

SONY PLAYSTATION HOLIDAY **SWEEPSTAKES**

Sony Computer Entertainment America and Sony Theaters have teamed for the "Sony PlayStation Holiday Sweepstakes." In this promotion, theater-goers at 75 Sony Theaters nationwide will have the opportunity to win one of the PlayStations to be given away at each locale. There will also be PlayStations displayed in the theater lobbies as well as a 30second trailer which will run before selected movies. "By working closely with SCEA's sister company, Sony Theaters, we are able to expand theater patrons' entertainment experience by providing an opportunity to win a PlayStation," said SCEA's vice president of market-



NINTENDO ANNOUNCES 2 ULTRA64 SPORTS TITLES



Nintendo of America has announced two sports titles for the Nintendo Ultra 64: Electronic Arts' FIFA Soccer and Time Warner Interactive's 3-D hockey game with Wayne Gretzky.

The FIFA Soccer title will be an NU64 exclusive version. Nintendo expects it to be "one of the most realistic video game soccer simulations ever, featuring hundreds of international teams, amazingly fast gameplay... and game control functions only possible on the Nintendo Ultra 64." The game should be released for the 1996 holiday season.

Based on their coin-op hockey game (due out in spring 1996), this 3-D rendered hockey game will be a 3-on-3 plus goalie competition with "visually stun-ning, immersive, lightning fast game play." The National Hockey League Players Association has already agreed to allow the use of players names, statistics, and likenesses to add that extra sense of realism. Gretzky's own skating style was digitized to reflect real skating and competitive hockey moves. Time Warner is planning on a fall 1996 release.

3DO SELLS 64-BIT TECHNOLO-GY TO MATSUSHITA

3DO Co. announced that the company will license its nextgeneration video game technology to Matsushita Electrical Industrial for approximately \$100 million.

The deal specifies that 3DO be paid the money in two installments by June, 1996 - and that the company receives royalty payments of \$3 per CD game sold for 3DO's M2 game technology. 3DO will retain rights to license M2 for use on PC's and coin-op arcade games, and will also maintain control over advancements beyond the technology.

Matsushita Electrical, a manufacturer of the Panasonic 3DO REAL game machine, will sublicense the M2 technology to other corporations in addition to also manufacturing the game platforms, which will debut in

the US market in the latter part of 1996.



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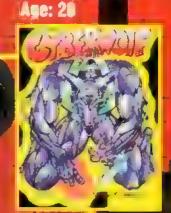


Mike Vary, Phoenix, OR Age: 20

it's Vuck Kremar Grkavae of Vancouver lanada, Age: 15 (15!) that takes all the loot; the he SNES, Killer Instinct for the SNES, a years sub. to GameFan, and G.F. T-shirt! Wheeew! Congrats, you narned it, you do awesome work.

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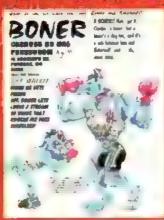




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GAL ABOUT



Cory Cames Meadiord, OR April 17





Hello and welcome to yet another exciting Postmeister. I know you're all upset that I get only 1 page last month (you are upset, right?), but that's no excuse for the many desperate and, yes, pathetic techniques writers have been attempting to get their ietters in. I call special attention to young "Daniel Patao," or "Keith Axe," or "M. Gonzales," or whatever your name is You poor, misguided youth. Did you really think that I wouldn't notice that all of your letters me from the same printer, addressed m the same handwriting, with the same pen? Like I wouldn't find it suspicious that I got 4 letters about the PC-FX, all from different places in Anchorage? We've got the forensic evidence to put you away for good, friend, so just back off. Screwing with the Postmeister is, after all, a federal offense. If you want PC-FX news, go buy Zenki, it's a Final Fight-style fighting game, looks good, out now. There you go. Now get help before your growing interest in white collar crime becomes a life-consuming obsession! Now back to the regular tolk:

Dear Postmaster [that's MEISTER! -PM]

First of all, please print more letters, this is a great source of into and it seems to be getting smaller. And now for the Ultra 64 questions, please answer them to the best of your knowledge, and pleaseeease, I am begging you to print this letter so that my questions get answered, thanks.

- 1. When will Cruis'n USA be released for the Ultra 64?
- 2. In the September issue of your magazine, you mentioned a game under development by Angel Studios and Shigeru Miyamoto titled Real Time Renegade. When will this come out and will it be better than Cruis'n USA?
- 3. Will KI 2 make it to the Arcades? How many megs is it?
- 4. What RPG's are planned for the almighty Ultra?
- 5. Will Golden Eye really be coming to the Ultra 64, and if so, when?
- 6. Will SF 3 really be a one year exclusive?
 7. Is Ultimate MK3 really going to be an Ultra exclusive?
- 8. Is the Ultra really more powerful than the M2?
- 9. What about War Gods, will that be an

Ultra title, and when will you get pictures of that?

Thank you very much, I love your magazine and read it 4 times a day.
Mike Lauter
Boca Raten, FL

- 1. Cruis'n USA should be a launch title here.
- 2. Real Time Renegade (tentative title, I pray) has no connection to Miyamoto or Angel Studios. It's actually by Evans & Sutherland, the military contractor that Singletrac's staff came from. Singletrac, makers of Twisted Metal and Warhawk, is now making games for the Ultra and Saturn, by the way. Anyway, we don't know much about RTR.. We saw it running on SGI hardware and it is ASTOUNDING, but where and when it's coming home is not yet known. All we know for sure is that they're currently evaluating hardware formats for it.
- 3. Kl 2 will probably be in arcades when you get this issue... 64 megs for Ultra.
- 4. Outside of Zelda 64, Final Fantasy VII, and Dragon Quest VII, I don't know of any. But when you have those 3, who needs more? They're all Bulky Drive, BTW.
- 5. Really yes, look for it later this year. There will probably be driving scenes in addition to the Doom-Ish scenes.
- 6. We're not supposed to say, but... um... Yes. Didn't hear it from me, though.
- 7. No. It isn't even planned for Ultra.
- 8. Only time will tell
- 9. Almost certainly. We should have had pictures by now, actually:

Dear Postmeister,

In Volume 3, Issue 12, you said Arc the Lad and Beyond the Beyond would probably not come out on the U.S. PlayStation. I want to know why not? It would be stupid not to bring them out over here, because the people who make the games would be making lots of money from sales of the two games because U.S. gamers like RPG's just as much as the people in Japan do. Is there someone we can write to, to begithem to bring those two games out over here? Please help!

Dan Bahman San Diego, CA Evidently Sony couldn't argue with your logic, 'cause, to do, they're with coming out here. Look for 'ent first quarter.' 96, 'round March-ish. That's a kind of long wait, but in the meantime, might I suggest Kings Field II (just Kings Field bere), coming here from Ascil, probably January-ish? Review next month.

Dear Postmeister!

Please help! All NINE of us are in the process of video game decision making. First of all, our ages range from 22 to 26. Also we don't like Mario. Sonic.

Rayman, or even Earthworm Jim! To help us, our mutual interests are RPG's, tighters, side-scrollers, action, and shooters. All with great game play and somewhat serious action and plot. Last, we collect Japanese anime, action/sci-fi movies and import games (Megadrive and Famicom).

What systems (because some of us are going to buy two) would we qualify for? Will all systems have a converter for import games? Finally, I have some questions. Can we have an update on Turok, Final Fantasy, and Robolech for the Ultra-64? An update on Lunar, Lobo, Guardian Heroes, and Steamgear Mash on the Saturn? An update on Gundam, Falcata, Metal Jackel, Goemon, Gunner's Heaven, Bounty Arms, Z-XED, and Toh Shin Den Z?

I am confident that you can lead all NINE of us to the right systems!
Todd Raymond
Kansas City, MO

Hmm. Well, it's always a treat to get a letter from the Borg empire, or someone with multiple personality disorder, or whatever you, uh, "nine" are. Personally, I don't buy this "nine" stuff. I doubt you could find 9 human beings anywhere who dislike like Mario, Sonic, Rayman, and Jim (I mean, all four of them!?). But as I aim to please, I'll do the best I can. The Postmeister can't endorse specific systems, but I can fell you about the games and hardware and let you pick which systems' games appeal to you most. The Saturn has a nice converter for Japanese games, but I've yet to hear of a reliable PlayStation converter. No news on an Ultra converter yet of course.

Turok, It's coming out, probably a launch title.

Final Fantasy: December '96, or later, lor the Bulky Drive.

Robolech: No news on release, but I hear It will be action/adventure.

Lunar: Proceeding smoothly, it's coming in spring, new graphics, new mini-quests, new music, new intermissions.

Lobo: Not yet announced for Saturn... 16bit versions out within a month or two, tho. Guardian Heroes: IT'S COMING HERE! Yes! It plays like Yu Yu Hakusho, except with spells and level ups and stuff. Graphics are stunning. Great anime intro-Review next issue!

Steamgear Mash: Attus bought it for American release, so look for it 1st quarter. Gundam: Came out in Japan, and seemed pretty lame. No U.S. release planned. Falcata: Ugh. Looked pretty bad. Same as above.

Metal Jacket: HIDEOUSLY bad. Goemon: Coming early next year in Japan, no US release planned.

Gunner's Heaven: No US release announced yet, but with companies like Atlus quickly buying up and releasing all the cool unreleased Japanese game, it's definitely a candidate for a quick release.

Bounty Arms: What happened? This was supposed to come out last March. Canceled, I suppose.

ZXE-D: Bandai's mysterious plug-the-toysinto-the-PlayStation fighting game. No date in Japan.

Toshinden 2: December 29th in Japan, probably not 'til mid-year here.

Dear Postmeister,

I'm writing to say that I "love" your magazine, and to ask you a few questions.

- #1. I own a Saturn and I would like to know why Sega isn't bringing out all these sweet RPG's. Magic Knight Hayearth looks amazing because of the drawn anime. Legend of Thor looks cool as well.
- #2. How is Fighting Vipers? Do you know if they have started the Saturn version of it? Oh, and Desert Tank, I played that in the arcade, and it was wicked. Is it coming for the Saturn anytime soon?
- #3. Are these games coming out on Saturn in America?
- a. Virtual On
- b. Ayer's Adventure
- c. Dragon Force
- d. Dark Savior
- e. Guardian Heroes
- I. Indy 500

Thank you for your time.
Paul & Dan Summerhill
Stouffville, Dat.

- 1. I don't know why Sega isn't, but Working Designs is bringing out a fon of 'em. including Rayearth. Sega might bring out Story of Thor, since they brought out Beyond Oasis.
- 2. Fighting Vipers plays and looks fantastic. it's just that the characters are so. so. SO LAME! Actually, it is currently in the works for Saturn. I have no idea about Desert Tank. I mean, recently Sega's been announcing the Saturn versions of their games before the arcade games are even out, but we've heard nothing yet about Desert Tank. Still, I give it an 80% chance 3 a Virtual On is in the works for Saturn in

Japan, and will no doubt come out here. b. Ayer's Adventure; no word on that yet. c. Dragon Force; no word yet. d. Dark Savior just got pushed back for a while in Japan, I don't knew about an American release. Guardian Heroes; coming our way March. How uncharacteristically prompt... f. Indy 500 was announced in Japan, but oddly enough, not here. I'm sure it'll come out here, tho, especially if Sega Rally does well.

Dear Postmeister:

Is it just me, or does it seem that something in the video game industry is becoming more and more scarce, sort of like the rainforest? I believe it's the extinction of the classic video game feeling, which is dying out in the post-tighting and 3-D game era. Didn't you teel it when you saw the Mr. Dol remake for Neo Geo? But things were fine even a couple of years ago. Could somebody please tell me what in the hell has happened to Wolfteam/Renovation Products? Gaiares and Whip Rush should be featured in "The Graveyard." Where are Falcom, Game Arts, Technosoft Hudson Soft, and Compile? Ah. like I haven't been waiting more than EIGHT years for a sequel to Golvellius. The Valley of Doom. Even if these old companies never rise from their graves, I am starting to lose that feeling that got me playing I the first place. Astal and Jumping Flast are good, but what I really want are SONIC and Streets of Rage back! All I want is for things to be the way they were. Why does it have to be this way? Why don't they make great games like Valis anymore? Or Y's? Or Herzog Zwel? Or, hello, Monster World?

Finally, a suggestion, or more like a thought. The parent company of "Diehard" seems like it has the financial ability to become a small software publisher in the likes of Working Designs and Vic Tokai and Allus. And there are so many games out there that are passed on by Sega of America and now SONY - and these games are perfect (except for the fact that they do not fit into the "tighting" or "3-D" category), and we deserve them, badly. Just imagine, "Diehard Games," Nice daydream. Sincerely. John Dalem San Antonio, TX

Ah, John, you and you alone know the only sure-lire way of getting a letter into the Postmeister. Ask about Golvellius 2. WHAT HAPPENED? Oksy, 'twas so many years ago, but I remember it clearly, the hero, Golvellius, and Golvellius' sister walking off into the sunset for their next adventure. There's no reason Compile

can't make that promised sequel ... The only danger Compile is in is from drowning in all the money their Puyo Puyo series pulls in in Japan, but what about Golvellius? What about their Aleste series. which included 3 of the best shooters ever. M. U. S. H. A. (The Postmeister shows off. Metattic Unitrame Super-Hybrid Armor Bet you didn't remember!), Spriggan, and Space Megaforce, and many others. What about Monster World? Did you know they made 3 different Monster Worlds (in addition to the 4 we got) that never made it here, for the Master System, Megadrive (excellent game!) and PC Engine CD-RGM? Their last non-Puyo Puyo effort was the brilliant looking Shadowrun for the Mega-CD, but that was canceled only a week before its release. I'm sick of Paya Payo, do something new!

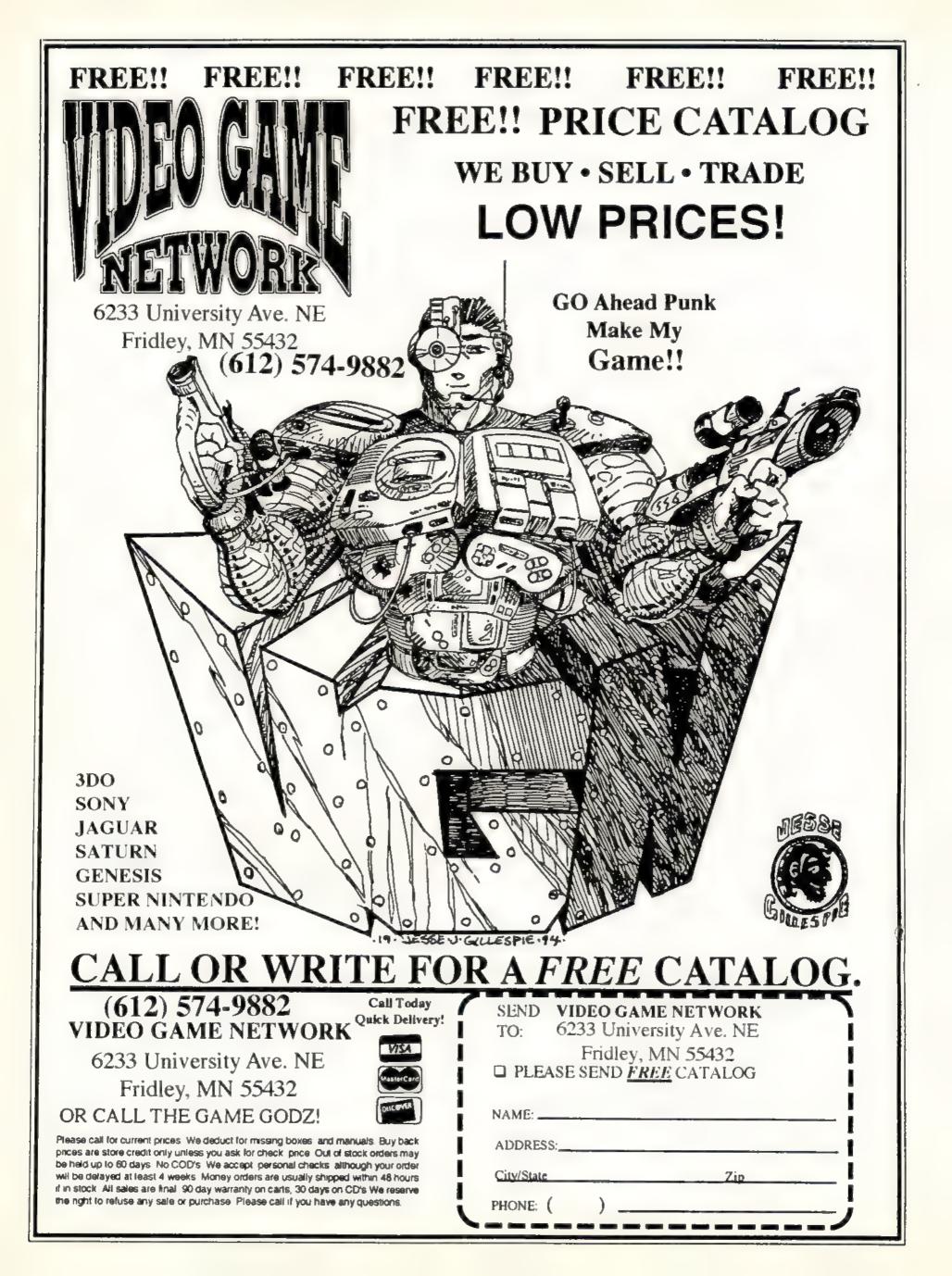
Most of the companies you mentioned are still around, though, Let's see.

Wolfrem/Reney as/Lesersoft/Telene very, very dead. I miss the Valis series too. Falcom is making "renewal" versions of all their classics for Japanese PC's, and Y's V (from them, not Hudson, like IV was) will be out just before Christmas for the Super Famicom Game Arts is very busy, and are hard at work on Lunar for Saturn another RPG by the Lunar team (Lunar 3) mayhap) and a polygon robotech ish kinda game. Technosoft has a hit with Reverthion, but, helio, Thunderforce V. and I want it now. Hudson Soft is also very alive, and we can look forward to Super Famicom, Saturn, and PC-FX Tengai Makyo games in the next few months.

And hey, as much as I miss the past, I just know that 5 years from now I'll be looking back and whining that, "ya know, Panzer Otagoon, Soul Edge, Virtua Fighter II, Jumping Flash, Skeleton Warriors, Resident Evil... they just don't make games like that anymore..." New video game eras don't come very often, so enjoy it...

As for your final comment, well, what can we say, 'cept that we've been thinking the exact same thing...

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- 10 ruthless fighters (including two hidden bosses) that feature never before seen fighting styles, weapons and projectile attacks
- Unleash an arsenal of deadly moves and killer combos and for the first time in any 3D fighter—jumping attack in combos
- Zero Divide's unique Ring Edge allows skillful fighters to grab onto the rim of the ring and pull themselves back into the fight
- With a memory card, save and relive your entire match
- Select four completely different camera angles, including an innovative perspective from the fighters viewpoint and a rotating 360° view even in replay mode











